

Chapter 1

Operational Terms

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abatis — A vehicular obstacle constructed by felling trees (leaving a 1- to 2-meter stump above the ground on both sides of a road, trail, gap, or defile) so that they fall, interlocked, toward the expected direction of enemy approach. The trees should remain attached to the stumps and be at a 45-degree angle to the roadway. The obstacle itself should be at least 75 meters in depth to be most effective. See FM 5-102. **3-27**

abort criteria — A predetermined set of circumstances, based on risk analysis, which makes the success of an operation no longer probable; thus the operation is terminated. These circumstances can relate to changes in safety, equipment or troops available, preparation or rehearsal time, weather, enemy, losses during execution, or a combination of the above. (See also air assault and deep operations.) See FMs 71-100-2, 90-4, and JP 3-18.1.

above ground level (AGL) — The altitude of an aircraft as measured between the terrain (excluding vegetation and man-made structures) and the aircraft. The altitude is usually not the same as measured from sea level. (See also coordinating altitude.) See FMs 1-111, 17-95, 90-4, and 100-103.

absorbed dose (JP 1-02, NATO) — The amount of energy imparted by nuclear (or ionizing) radiation to unit mass of absorbing material. The unit is the rad. (Army) — **1.** This term is being replaced by the term centigray that is the equivalent of 100 rads. **2.** A unit of energy absorbed by a material, such as body tissue, from nuclear (ionizing) radiation, equal to 100 ergs per gram of material. See also centigray and dose rate. See FMs 3-3-1 and 3-4.

accompanying supplies (JP 1-02) — Unit supplies that deploy with forces. (Army) — All classes of supplies carried by units and individual soldiers during deployment to, and redeployment from, an area of operations or training exercise area. (See also basic load, classes of supply, and combat load.) See FMs 100-10 and 100-16.

acknowledge — A directive from the originator of a communication requiring the addressee(s) to advise the originator that his communication has been received and understood. This term is normally included in the electronic transmission of orders to ensure the receiving station or person confirms receipt of the order. (See also acknowledgment.)

acknowledgment (JP 1-02, NATO) — A message from the addressee informing the originator that his or her communication has been received and is understood. (See also acknowledge.)

acoustical surveillance (JP 1-02) — Employment of electronic devices, including sound-recording, -receiving, or -transmitting equipment, for the collection of information. See FM 34-10-1.

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active air defense (JP 1-02, NATO) — Direct defensive action taken to nullify or reduce the effectiveness of hostile air action. It includes such measures as the use of aircraft, air defense weapons, weapons not used primarily in an air defense role, and electronic warfare. (Army) — Direct defensive action taken to destroy attacking enemy aircraft or missiles. See FMs 44-63 and 44-100.

active component (Army) — That portion of each of the armed forces (such as the Regular Army) that serves 24 hours a day, 365 days a year, until retired; transferred to a reserve unit, inactive reserve, or National Guard; or discharged from service. This does not include those in an active duty guard or a reserve status but does include reserve officers serving a contractual period of active duty after commissioning.

active defense (Army) — Applies to operations initiated to protect assets against a tactical missile attack by destroying theater missile (TM) airborne launch platforms or destroying TMs in flight. Active defense includes multitiered defense in depth via multiple engagements using air, land, and sea theater missile defense systems. It also includes using electronic warfare to disrupt enemy remote or onboard guidance systems. See FM 44-100 and JP 3-01.5.

active duty for training (JP 1-02) — A tour of active duty which is used for training members of the Reserve Components to provide trained units and qualified persons to fill the needs of the Armed Forces in time of war or national emergency and such other times as the national security requires. The member is under orders which provide for return to nonactive status when the period of active duty for training is completed. It includes annual training, special tours of active duty for training, school tours, and the initial duty for training performed by nonprior service enlistees.

add — In artillery, naval gunfire, mortar, and other types of gunnery, a correction used by an observer or a spotter to indicate that an increase in range along the observer target line is desired. See FMs 6-20, 17-12, and 23-1.

adjust (JP 1-02) — An order to the observer or spotter to initiate an adjustment on a designated target. See FM 6-20.

adjust fire (JP 1-02, NATO) — In artillery and naval gunfire support: **1.** An order or request to initiate an adjustment of fire. **2.** A method of control transmitted in the call for fire by the observer or spotter to indicate that he will control the adjustment. (Army) — Pertains to mortar fire also. See FM 6-20.

adjustment of fire (JP 1-02, NATO) — Process used in artillery and naval gunfire to obtain correct bearing, range, and height of burst (if time fuzes are used) when engaging a target by observed fire. (Army) — Pertains to mortar fire also. (See also call for fire.) See FM 6-20.

administrative control (JP 1-02) — Direction or exercise of authority over subordinate or other organizations in respect to administration and support, including organization of Service forces, control of resources and equipment, personnel management, unit logistics, individual and unit training, readiness, mobilization, demobilization, discipline, and other matters not included in the operational missions of the subordinate or other organizations. (See also command relationship.) See FMs 1-111, 71-100, 100-5, 100-7, 100-15, and JP 0-2.

administrative landing (JP 1-02) — An unopposed landing involving debarkation from vehicles which have been administratively loaded. (See also administrative movement.) See FM 71-100-2 and JP 3-02.

administrative movement (JP 1-02, NATO) — A movement in which troops and vehicles are arranged to expedite their movement and conserve time and energy when no enemy interference, except by air, is anticipated. (See also administrative landing.) See FM 101-5.

advance to contact (JP 1-02, NATO) — An offensive operation designed to gain or reestablish contact with the enemy. (See also administrative movement, approach march, and movement to contact.)

advanced operations base (AOB) (JP 1-02) — In special operations, a small temporary base established near or within a joint special operations area to command, control, and/or support training or tactical operations. Facilities are normally austere. The base may be ashore or afloat. If ashore, it may include an airfield or unimproved airstrip, a pier, or an anchorage. An advanced operations base is normally controlled and/or supported by a main operations base or a forward operations base. (See also forward operations base (FOB) and main operations base (MOB).) See FM 100-25.

advance guard (JP 1-02) — Detachment sent ahead of the main force to ensure its uninterrupted advance; to protect the main body against surprise; to facilitate the advance by removing obstacles, and repairing roads and bridges; and to cover the deployment of the main body if it is committed to action. (Army) — A task-organized combined arms unit or detachment that precedes a column or formation to protect the main body from ground observation or surprise by an enemy. It operates within the supporting range of the main body. (See also exploitation, movement to contact, pursuit, and reconnaissance in force.) See FMs 17-95, 71-100, 100-5, and 100-15.

advance party — A team that coordinates the convoy's arrival at the destination. It may move with the main body initially but must arrive at the destination sufficiently ahead of the main body. (See also march column and quartering party.) See FM 55-30.

aerial port (JP 1-02) — An airfield that has been designated for the sustained air movement of personnel and materiel, and to serve as an authorized port for entrance into or departure from the country in which located. See FMs 55-12 and 100-17. **4-29**

aerial port of debarkation (APOD) — An airfield for sustained air movement at which personnel and material are discharged from aircraft. APODs normally serve as ports of embarkation for return passengers and retrograde cargo shipments. See FM 55-12. **4-29**

aerial port of embarkation (APOE) — An airfield for sustained air movement at which personnel and material board or are loaded aboard aircraft to initiate an aerial movement. APOEs may serve as ports of debarkation for return passengers and retrograde cargo shipments. See FM 55-12. **4-29**

aeromedical evacuation (JP 1-02) — The movement of patients under medical supervision to and between medical treatment facilities by air transportation. (Army) — Movement of patients usually from a lower echelon medical treatment facility to a higher echelon medical treatment facility. See FM 8-10-6.

aerospace defense (JP 1-02) — **1.** All defensive measures designed to destroy or nullify attacking enemy aircraft and missiles and also negate hostile space systems. **2.** An inclusive term encompassing air defense, ballistic missile defense, and space defense. (See also air defense.) See FM 44-100.

afloat support (JP 1-02, NATO) — A form of logistic support outside the confines of a harbor in which fuel, ammunition, and supplies are provided for operating forces either underway or at anchor. See FM 71-100-2 and JP 3-02.

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agility — The ability of friendly forces to act faster than the enemy and is a prerequisite to seizing and holding the initiative. Agility is a mental as well as a physical quality. See FM 100-5.

aid station — The first medical treatment "facility" that can provide advanced trauma management to a battlefield casualty. It provides first level of triage evaluation of casualties and conducts routine sick call. (See also medical care echelon.) See FMs 8-10-3, 8-10-4, 8-10-5, 8-10-24, and 8-55. **4-26**

air (JP 1-02, NATO) — In artillery and naval gunfire support, a spotting, or an observation, by a spotter or an observer to indicate that a burst or group of bursts occurred before impact. (Army) — Pertains to mortar fire also. (See also adjustment of fire.) See FM 6-20.

air assault (Army) — Operations in which air assault forces (combat, combat support, and combat service support), using the firepower, mobility, and total integration of helicopter assets in their ground or air roles, maneuver on the battlefield under the control of the ground or air maneuver commander to engage and destroy enemy forces or to seize and hold key terrain. (See also abort criteria, airhead, air mission brief (AMB), and air mission commander (AMC).) See FMs 71-100-3, 90-4, and JP 3-18.1. **4-8**
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airborne (JP 1-02, NATO) — **1.** In relation to personnel, troops especially trained to effect, following transport by air, an assault debarkation, either by parachuting or touchdown. **2.** In relation to equipment, pieces of equipment that have been especially designed for use by airborne troops during or after an assault debarkation. It also designates some aeronautical equipment used to accomplish a particular mission. **3.** When applied to materiel, items that form an integral part of the aircraft. **4.** The state of an aircraft, from the instant it becomes entirely sustained by air until it ceases to be so sustained. A lighter-than-air aircraft is not considered to be airborne when it is attached to the ground, except that moored balloons are airborne whenever sent aloft. See FMs 7-30, 71-100, and JP 3-18.1. **4-8** **4-16** **A-4**

airborne battlefield command and control center (ABCCC) (JP 1-02) — A United States Air Force aircraft equipped with communications, data link, and display equipment; it may be employed as an airborne command post or as a communications and intelligence relay facility. See FMs 71-100-2 and 100-8.

airborne early warning and control (JP 1-02, NATO) — Air surveillance and control provided by airborne early warning aircraft which are equipped with search and height-finding radar and communications equipment for controlling weapon systems. See FMs 44-100 and 100-15.

airborne force (JP 1-02, NATO) — A force composed primarily of ground and air units organized, equipped, and trained for airborne operations. (Army) — A force with a great capability for large-scale force-projection operations by conducting combined arms assaults by parachute or air landing. See FMs 7-30, 71-100, 101-5, and JP 3-18.1.

airborne operation (JP 1-02) — An operation involving the air movement into an objective area of combat forces and their logistic support for execution of a tactical or a strategic mission. The means employed may be any combination of airborne units, air transportable units, and types of transport aircraft, depending on the mission and the overall situation. See FMs 7-30, 71-100, and JP 3-18.1.

airburst (JP 1-02, NATO) — An explosion of a bomb or projectile above the surface as distinguished from an explosion on contact with the surface or after penetration. (See also weapons of mass destruction.) See FMs 3-3-1 and 6-series.

air controller (JP 1-02, NATO) — An individual especially trained for and assigned the duty of the control (by use of radio, radar, or other means) of such aircraft as may be allotted to him for operation within his area. See FMs 1-111 and 100-103.

air control point (ACP) (Army) — An easily identifiable point on the terrain or an electronic navigational aid used to provide necessary control during air movement. ACPs are generally designated at each point where the flight route or air corridor makes a definite change in direction and at any other point deemed necessary for timing or control of the operation. (See also air corridor, communications checkpoint (CCP), and minimum-risk route (MRR).) See FMs 1-111, 71-100-3, and 100-103. **3-5**

air corridor (JP 1-02, NATO) — A restricted air route of travel specified for use by friendly aircraft and established to prevent friendly aircraft from being fired on by friendly forces. (Army) — Used to deconflict artillery firing positions with aviation traffic, including unmanned aerial vehicles. (See also air control point (ACP).) See FMs 1-111, 71-100-3, and 100-103. **3-5**

air defense (JP 1-02) — All defensive measures designed to destroy attacking enemy aircraft or missiles in the Earth's envelope of atmosphere, or to nullify or reduce the effectiveness of such attack. (See also active air defense, aerospace defense, air defense suppression, and passive air defense.) See FMs 44-63 and 44-100. **4-10, 4-11**

air defense suppression (JP 1-02) — In air operations, actions taken to degrade fixed and mobile surface-based components of enemy air defense systems so that offensive air forces may effectively attack a target. See FMs 1-111, 6-20 series, 44-63, and 44-100.

air defense warning (local) (LADW) (Army) —

Dynamite — Aircraft are inbound or attacking now. Response is immediate.

Lookout — Aircraft are in the area of interest but are not threatening or are inbound but there is time to react.

Snowman — No aircraft pose a threat at this time.
See FM 44-100.

air defense warning conditions (JP 1-02) — A degree of air raid probability according to the following code. The term air defense division/sector referred to herein may include forces and units afloat and/or deployed to forward areas, as applicable. **a. Air defense warning yellow** — attack by hostile aircraft and/or missiles is probable. This means that hostile aircraft and/or missiles are en route toward an air defense division/sector, or unknown aircraft and/or missiles suspected to be hostile are en route toward or are within an air defense division/sector. **b. Air defense warning red** — attack by hostile aircraft and/or missiles is imminent or is in progress. This means that hostile aircraft and/or missiles are within an air defense division/sector or are in the immediate vicinity of an air defense division/sector with high probability of entering the division/sector. **c. Air defense warning white** — attack by hostile aircraft and/or missiles is improbable. May be called either before or after air defense warning yellow or red. The initial declaration of air defense emergency will automatically establish a condition of air defense warning other than white for purposes of security control of air traffic. See FMs 44-63 and 44-100.

air defense weapon control status — The degree of fire control imposed upon Army units having assigned, attached, or organic air defense weapons. Weapons control status terms are: weapons free, weapons tight, and weapons hold. (See also weapons free, weapons hold, and weapons tight.) See FMs 44-63 and 44-100.

airdrop (JP 1-02) — The unloading of personnel or materiel from aircraft in flight. (See also air movement.) See FMs 7-30, 55-12, 71-100-2, and JP 3-18.1.

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airhead (JP 1-02, NATO) — **1.** A designated area in a hostile or threatened territory which, when seized and held, ensures the continuous air landing of troops and material and provides the maneuver space necessary for projected operations. Normally it is the area seized in the assault phase of an airborne operation.

2. A designated location in an area of operations used as a base for supply and evacuation by air. (Army) — The airhead contains enough drop zones (DZs), landing zones (LZs), and extraction zones (EZs) to ensure mass, interior lines of communications, and defense in depth. (See also air assault and airborne operation.) See FMs 71-100-2, 90-4, and JP 3-18.1. **3-18**

airhead line — The limit of the objective area, assault objectives determine the size and shape of the airhead and the trace of the airhead line. (See also air assault and airborne operations) See FMs 7-30, 71-100-2, and JP 3-18.1. **3-18**

air interdiction (AI) (JP 1-02, NATO) — Air operations conducted to destroy, neutralize, or delay the enemy's military potential before it can be brought to bear effectively against friendly forces at such distance from friendly forces that detailed integration of each air mission with the fire and movement of friendly forces is not required. (Army) — Normally conducted forward of the land component commander's forward boundary. See FM 100-103.

air landed (JP 1-02, NATO) — Moved by air and disembarked, or unloaded, after the aircraft has landed or while a helicopter is hovering. (See also air assault and airborne operation.) See FMs 7-8, 7-10, 7-20, 7-30, 71-100-2, 71-100-3, 90-4, and 90-26.

air liaison officer (ALO) (JP 1-02) — An officer (aviator/pilot) attached to a ground unit who functions as the primary advisor to the ground commander on air operation matters. (Army) — The senior Air Force officer at each tactical air control party who provides advice on the capabilities, limitations, and employment of fixed wing aircraft and coordinates close air support missions with the fire support element. (See also tactical air control party (TACP).) See FMs 6-20 and 101-5.

air mission brief (AMB) — **1.** The last coordination meeting of key participants in an air assault operation which ensures that key aviation soldiers are briefed and that the plan is finalized. It covers the operation from beginning to end. **2.** Briefing of the pilots prior to any aviation mission. (See also abort criteria, air assault, airhead, and air mission commander (AMC).) See FMs 90-4, 71-100-3, and JP 3-18.1.

air mission commander (AMC) — Commander of the largest aviation unit supporting the air assault. He is responsible for all embarked soldiers and for coordinating all support from liftoff to touchdown. (See also abort criteria, air assault, and air mission brief (AMB).) See FMs 90-4, 71-100-3, and JP 3-18.1.

air movement (JP 1-02, NATO) — Air transport of units, personnel, supplies, equipment, and materiel. (See also aerial port of embarkation (APOE), aerial port of debarkation (APOD), air landed, and tanker airlift control element (TALCE).) See FMs 7-30, 55-12, 71-100-2, and JP 3-18.1.

air/naval gunfire liaison company (ANGLICO) (JP 1-02) — An organization composed of Marine and Navy personnel specially qualified for shore control of naval gunfire and close air support. See FM 71-100-2.

4-15

air parity — The functional equivalency between enemy and friendly air forces in strength and capability to attack and destroy targets.

air reconnaissance (JP 1-02) — The acquisition of intelligence information by employing visual observation and/or sensors in air vehicles. (Army) — The use of air vehicles (fixed wing, rotary wing, or unmanned

aerial vehicles) to obtain information concerning terrain, weather, and the disposition, composition, movement, installations, lines of communications, and electronic and communications emissions of enemy forces. Also included are artillery and naval gunfire adjustment, and systematic and random observation of ground battle areas, targets, and/or sectors of airspace. (See also reconnaissance (recon, recce).)

airspace control area (ACA) (Army) — That airspace defined by the boundaries of the area of operations and which may be divided into airspace control subareas. See FM 100-103.

airspace control authority (ACA) (JP 1-02, NATO) — The commander designated to assume overall responsibility for the operation of the airspace control system in the airspace control area. (Army) — The joint force air component commander has responsibility for all airspace operations above the coordinating altitude and forward of the joint force land component commander's forward boundary, if so designated. See FMs 100-15 and 100-103.

airspace control in the combat zone (JP 1-02) — A process used to increase combat effectiveness by promoting the safe, efficient, and flexible use of airspace. Airspace control is provided in order to prevent fratricide, enhance air defense operations, and permit greater flexibility of operations. Airspace control does not infringe on the authority vested in commanders to approve, disapprove, or deny combat operations. (See also airspace control authority (ACA), airspace control order (ACO), and airspace coordination area (ACA).) See FM 100-103.

airspace control measures — Rules, mechanisms, and directions governed by joint doctrine and defined by the airspace control plan which control the use of airspace of specified dimensions. (See also high-density airspace control zone (HIDACZ), low-level transit route (LLTR), minimum-risk route (MRR), and standard use Army aircraft flight route (SAAFR).) See FM 100-103.

airspace control order (ACO) (JP 1-02) — An order implementing the airspace control plan that provides the details of the approved requests for airspace control measures. It is published either as part of the air tasking order or as a separate document. (Army) — It includes temporary airspace control measures and designates which organization is the controlling authority for each. See FMs 100-15 and 100-103.

airspace coordination area (ACA) (Army) — In fire support operations, a restrictive fire support coordination measure that establishes a three-dimensional block of airspace in the battle area in which friendly aircraft are reasonably safe from friendly surface fires. Aircraft and indirect fire are separated by time, space, or altitude. The purpose of the ACA is to allow the simultaneous attack of targets near each other by multiple fire support means, one of which normally is air. (See also Army airspace command and control (A²C²).) See FM 100-103 and JP 3-56. **3-21**

air strike (JP 1-02) — An attack on specific objectives by fighter, bomber, or attack aircraft on an offensive mission. May consist of several air organizations under a single command in the air. See FMs 71-100 and 100-15.

air superiority (JP 1-02, NATO) — That degree of dominance in the air battle of one force over another which permits the conduct of operations by the former and its related land, sea, and air forces at a given time and place without prohibitive interference by the opposing force.

air support (JP 1-02, NATO) — All forms of support given by air forces on land or sea. See FMs 71-100 and 100-15.

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air support operations center (ASOC) (JP 1-02, NATO) — An agency of a tactical air control system collocated with a corps headquarters or an appropriate land force headquarters, which coordinates and directs close air support and other tactical air support.

air supremacy (JP 1-02, NATO) — That degree of air superiority wherein the opposing air force is incapable of effective interference.

alliance (JP1-02) — The result of formal agreements (for example, treaties) between two or more nations for broad, long-term objectives which further the common interests of the members. (See also coalition and multinational operations.) See FMs 100-5, 100-8, and JP 5-0.

allocation (JP 1-02) — In a general sense, distribution of limited resources among competing requirements for employment. Specific allocations (e.g., air sorties, nuclear weapons, forces, and transportation) are described as allocation of air sorties, nuclear weapons, etc. See FM 100-15.

allowable load (JP 1-02, NATO) — The total load that an aircraft can transport over a given distance, taking into account weight and volume. See FM 55-12.

alternate command post (JP 1-02) — Any location designated by a commander to assume command post functions in the event the command post becomes inoperative. It may be partially or fully equipped and manned or it may be the command post of a subordinate unit. (See also combat trains command post (CTCP), command post (CP), and tactical operations center (TOC).) See FMs 1-111, 6-20, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, and 101-5.

alternate position — The position given to a weapon, unit, or individual to be occupied when the primary position becomes untenable or unsuitable for carrying out its task. The alternate position is located so that the individual can continue to fulfill his original task. (See also primary position, successive positions, and supplementary position.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 17-12, 17-95, 23-1, and 71-123.

alternate supply route (ASR) — A route or routes designated within an area of operations to provide for the movement of traffic when main supply routes become disabled or congested. (See also main supply route (MSR).) See FMs 17-95, 55-10, and 71-100. **3-40**

ambulance exchange point (AXP) (Army) — A location where a patient is transferred from one ambulance to another *en route* to a medical treatment facility. This may be an established point in an ambulance shuttle system or it may be designated independently. See FMs 8-10-1, 8-10-3, 8-10-4, 8-10-6, 63-2, and 63-20. **3-37**

ambush — A surprise attack by fire from concealed positions on a moving or temporarily halted enemy. See FMs 7-8, 7-20, 17-95, and 71-123. **3-19** **C-8**

ammunition supply point (ASP) — An area designated to receive, store, reconfigure, and issue class V material. It is normally located at or near the division area. See FM 9-6. **3-37** **A-6**

ammunition transfer point (ATP) — A designated, temporary site from which class V material is transferred from corps transportation to unit vehicles. See FMs 71-100 and 100-10. **3-37** **A-6**

amphibious operation (JP 1-02) — An attack launched from the sea by naval and landing forces embarked in ships or craft involving a landing on a hostile or potentially hostile shore. As an entity, the amphibious operation includes the following phases: **a. planning** — The period extending from issuance of the initiating

directive to embarkation. **b. embarkation** — The period during which the forces, with their equipment and supplies, are embarked in the assigned shipping. **c. rehearsal** — The period during which the prospective operation is rehearsed for the purpose of: (1) testing adequacy of plans, the timing of detailed operations, and the combat readiness of participating forces; (2) ensuring that all echelons are familiar with plans; and (3) testing communications. **d. movement** — The period during which various components of the amphibious task force move from points of embarkation to the objective area. **e. assault** — The period between the arrival of the major assault forces of the amphibious task force in the objective area and the accomplishment of the amphibious task force mission. See FM 71-100-2 and JP 3-02. **4-8** **5-7**

analysis and control element (ACE) (Army) — The G2's primary organization for controlling intelligence and electronic warfare (IEW) operations. The ACE performs collection management, produces all-source intelligence, provides IEW technical control, and disseminates intelligence and targeting data across the range of military operations. See FM 34-1.

analysis and control team (ACT) (Army) — An organic team within the direct support military intelligence company that provides the maneuver brigade S2 with automated intelligence processing, analytical, and dissemination capabilities. Unlike the analysis and control element at higher echelons, the ACT is not normally under operational control (OPCON) of the brigade S2.

antiterrorism (AT) (JP 1-02) — Defensive measures used to reduce the vulnerability of individuals and property to terrorist acts, to include limited response and containment by local military forces. (See also counterterrorism.) See FMs 31-20 and 100-20.

apportionment (JP 1-02) — In the general sense, distribution for planning of limited resources among competing requirements. Specific apportionments (e.g., air sorties and forces for planning) are described as apportionment of air sorties and forces for planning, etc. (Army) — The determination and assignment of the total expected effort by percentage or by priority that should be devoted to the various air operations or geographic areas for a given period of time. (See also allocation.) See FMs 100-103 and 100-15.

approach march (JP 1-02, NATO) — Advance of a combat unit when direct contact with the enemy is imminent. Troops are fully or partially deployed. The approach march ends when ground contact with the enemy is made or when the attack position is occupied. (Army) — A tactical movement that emphasizes speed over tactical deployment. It is used when the enemy's approximate location is known, allowing the attacking force to move with greater speed and less physical security or dispersion. The approach march terminates in an attack position, assembly area, or assault position or can be used to transition to an attack. Follow and assume and reserve forces may also conduct an approach march. (See also movement to contact.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 71-100, 71-123, and 100-15.

area air defense commander (AADC) (JP1-02) — Within a unified command, subordinate unified command, or joint task force, the commander will assign overall responsibility for air defense to a single commander. Normally, this will be the component commander with the preponderance of air defense capability and the command, control, and communications capability to plan and execute integrated air defense operations. Representation from the other components involved will be provided, as appropriate, to the AADC's headquarters. See JP 3-12.1.

area assessment (Army) — In unconventional warfare, the collection of specific information prescribed by the commander to commence immediately after infiltration. It is a continuous operation, and it confirms, corrects, refutes, or adds to intelligence acquired from area studies and other sources prior to infiltration.

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area command (JP 1-02, NATO) — A command which is composed of those organized elements of one or more of the armed services, designated to operate in a specific geographical area, which are placed under a single commander. (Army) — In unconventional warfare, the organizational structure established within a joint special operations area to command and control resistance forces. It consists of the area commander, his staff, and representatives of the resistance element, to include Special Forces after infiltration. See FMs 31-20, 100-5, and 100-15.

area damage control (ADC) (JP 1-02, NATO) — Measures taken before, during, or after hostile action or natural or manmade disasters, to reduce the probability of damage and minimize its effects. (Army) — The process includes continuous planning and actions designed to minimize damages and a systematic approach to resolving the impact damages have on operations. (See also rear operations.) See FMs 71-100, 100-7, and 100-15.

area defense — A form of defense that focuses on denying the enemy access to designated terrain for a specified time, rather than on the outright destruction of the enemy. A commander may conduct an area defense by using mutually supporting positions in depth. (See defensive operations.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 71-100, 71-123, and 100-15.

area of influence (JP 1-02, NATO) — A geographical area wherein a commander is directly capable of influencing operations by maneuver or fire support systems normally under the commander's command or control. (Army) — It includes both organic and supporting combat power, to include joint, multinational, or interagency assets.

area of intelligence responsibility — An area allocated to a commander in which the commander is responsible for providing intelligence within the means at the commander's disposal.

area of interest (AOI) (JP 1-02, NATO) — That area of concern to the commander, including the area of influence, areas adjacent thereto, and extending into enemy territory to the objectives of current or planned operations. This area also includes areas occupied by enemy forces which could jeopardize the accomplishment of the mission. (Army) — A geographical area from which information and intelligence are required to execute successful tactical operations and to plan for future operations. It includes any threat forces or characteristics of the battlefield environment that will significantly influence accomplishment of the command's mission. (See also area of operations (AO) and battlespace.) See FMs 34-130, 71-100, and 100-15.

area of limitation — A defined area where specific limitations apply to the strength and fortifications of disputing or belligerent forces. Normally, upper limits are established for the number and type of formations, tanks, antiaircraft weapons, artillery, and other weapons systems in the area of limitation.

area of operations (AO) (JP 1-02) — An operational area defined by the joint force commander for land and naval forces. Areas of operation do not typically encompass the entire operational area of the joint force commander, but should be large enough for component commanders to accomplish their missions and protect their forces. (Army) — A geographical area, including the airspace above, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations. (See also area of interest (AOI) and battlespace.) See FMs 34-130, 71-100, 100-5, 100-15, 100-20, and JP 5-0. **3-19**

area reconnaissance — A form of reconnaissance operations that is a directed effort to obtain detailed information concerning the terrain or enemy activity within a prescribed area, such as a town, ridgeline, woods, or other feature critical to operations. An area reconnaissance could be made of a single point, such

as a bridge or installation. (See also reconnaissance (recon, recce).) See FMs 1-111, 1-114, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, and 101-5.

area of responsibility (AOR) (JP 1-02) — **1.** The geographical area associated with a combatant command within which a combatant commander has authority to plan and conduct operations. **2.** In naval usage, a predefined area of enemy terrain for which supporting ships are responsible for covering by fire on known targets or targets of opportunity and by observation. See FMs 1-111, 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, 100-15, 101-5, and JP 0-2.

area security — A form of security operations that includes area reconnaissance, rear operations, and security of designated personnel, unit convoys, facilities, and main supply route critical points. (See also area reconnaissance and rear operations.) See FMs 17-95, 19-1, and 71-100.

area support — Method of logistics and combat health support in which direct support (DS) combat service support relationships in effect are determined by the location of the units requiring support. Subordinate DS units provide area support to units located in or passing through their areas of responsibility. (See also area of responsibility (AOR).) See FMs 8-10, 8-10-1, 8-10-4, 8-10-9, 8-10-24, 10-1, and 100-10. **4-24**

armed reconnaissance (JP 1-02) — A mission with the primary purpose of locating and attacking targets of opportunity, i.e., enemy materiel, personnel, and facilities, in assigned general areas or along assigned ground communications routes, and not for the purpose of attacking specific briefed targets.

armistice demarcation line (Army) — A geographically defined line from which disputing or belligerent forces disengage and withdraw to their respective sides following a truce or cease fire agreement. It is also called cease fire in some United Nations operations.

Army airspace command and control (A²C²) (Army) — The Army's application of airspace control to coordinate airspace users for concurrent employment in the accomplishment of assigned missions. (See also airspace control order (ACO).) See FM 100-103.

Army forces (ARFOR) (Army) — The Army forces headquarters and or forces provided by the Army service component to the joint force commander for the conduct of joint operations. (See also land component commander (LCC) and joint force land component commander (JFLCC).) See FMs 71-100, 100-5, 100-15, and JP 3-0.

Army service component commander (ASCC) (Army) — Serves as the principal advisor to the commander in chief for supporting and employing Army forces (ARFOR) in theater and forces outside the theater tasked to support theater operations. His command consists of those Army individuals, units, detachments, organizations, and installations. He is responsible for all command aspects of the ARFOR, to include logistics within the unified command. (See also Army forces (ARFOR).) See FM 100-7. **A-1**

Army special operations forces (ARSOF) (JP 1-02) — Those active and reserve component Army forces designated by the Secretary of Defense that are specifically organized, trained, and equipped to conduct and support special operations.

Army war reserve stock (Army) — Materiel amassed in peacetime to meet the increase in military requirements at the outbreak of war.

artillery preparation — Artillery fire delivered before an attack to destroy, neutralize, or suppress the enemy's defense and to disrupt communications and disorganize the enemy's defense. The preparation is planned by

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a direct support field artillery battalion or higher echelon in coordination with the ground commander. It is an intense volume of fire delivered in accordance with a time schedule. The fires normally commence prior to H-hour and may extend beyond it. They may start at a prescribed time or be held on call. The duration of the preparation is influenced by factors such as the fire support needs of the entire force, number of targets and firing assets, and available ammunition. See FMs 6-20-30 and 71-123.

assailable flank(s) — An exposed flank(s) which is vulnerable to envelopment. For a flank to be assailable, there must be sufficient maneuver space to accommodate the attacking force. See FMs 17-95, 71-100, 71-123, and 100-15.

assault (JP 1-02) — **1.** The climax of an attack, closing with the enemy in hand-to-hand fighting. **2.** In an amphibious operation, the period of time between the arrival of the major assault forces of the amphibious task force in the objective area and the accomplishment of the amphibious task force mission. **3.** To make a short, violent, but well-ordered attack against a local objective, such as a gun emplacement, a fort, or a machine gun nest. **4.** A phase of an airborne operation beginning with delivery by air of the assault echelon of the force into the objective area and extending through attack of assault objectives and consolidation of the initial airhead. (See also assault force and assault phase). (Army) — **1.** The culmination of an attack which closes with the enemy. **2.** In an amphibious operation, the period of time from the crossing of the line of departure by the first scheduled wave to the seizure of the initial objectives. **3.** A phase of an airborne or air assault operation beginning with delivery of the assault force into the objective area and extending through the attack of objectives and consolidation of the initial airhead. **4.** To make a short, violent, but well-ordered attack against a local objective, such as a gun emplacement or fortified area. See FMs 7-8, 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15.

assault breach — A breach tactic used by small units (company, teams, and platoons) to penetrate an enemy's protective obstacles and seize a foothold within his defense. It is normally a very decentralized operation with suppress, obscure, secure, and reduce (SOSR) actions synchronized at the platoon and company level. (See also in-stride breach.) See FMs 5-71-100 and 90-13-1.

assault command post (Army) — An austere, temporary command post established to perform critical command and control functions. The assault command post serves as the early link in the assault or deployment between the forces on the ground and the next higher tactical force headquarters. Doctrinal command post functions are passed to the tactical, main, and rear command posts when they arrive and become operational. (See also command post (CP).) See FMs 7-30, 71-100-2, and 71-100-3. **A-2**

assault echelon (NATO) — The element of a force that is scheduled for initial assault on the objective area. (See also follow-on echelon and rear echelon.) See FMs 71-100-2, 71-100-3, 90-26, and JP 3-18.1.

assault fire (JP 1-02) — **1.** That fire delivered by attacking troops as they close with the enemy. **2.** In artillery, extremely accurate, short-range destruction fire at point targets. See FMs 7-8 and 71-123.

assault force — **1.** In an amphibious, airborne, or air assault operation, those units charged with the seizure of the objective or lodgment area. **2.** Those forces charged with passing through a breach in an enemy fortified position or strongpoint and seizing an objective or completing destruction of the enemy. **3.** Those forces charged with seizure of the objective in the attack. (See also breach force and support force.) See FMs 7-30, 71-100-2, 71-100-3, 71-123, 90-13, and 90-13-1.

assault phase (JP 1-02, NATO) — **1.** In an amphibious operation, the period of time between the arrival of the major assault forces of the amphibious task force in the objective area and the accomplishment of their mission. **2.** In an airborne operation, a phase beginning with delivery by air of the assault echelon of the force into the objective area and extending through attack of assault objectives and consolidation of the initial airhead. (Army) — **1.** That phase of an airborne, air assault, or amphibious or river crossing operation that

begins with the delivery of the assault forces into the objective area and ends when all assault objectives have been seized. **2.** That period during an attack which begins when the assault forces advance from their assault position and ends when the objective has been seized and consolidated. (See also air assault, airborne operation, amphibious operation, and river crossing.) See FMs 7-30, 71-100-2, and 71-100-3.

assault position — That position between the line of departure and the objective in an attack from which forces assault the objective. Ideally, it is the last covered and concealed position before reaching the objective. (See limit of advance (LOA) and probable line of deployment (PLD).) See FMs 7-8, 7-20, and 71-123. **3-14**

assembly area (AA) (JP 1-02, NATO) — **1.** An area in which a command is assembled preparatory to further action. **2.** In a supply installation, the gross area used for collecting and combining components into complete units, kits, or assemblies. See FMs 7-20, 7-30, and 71-123. **3-10**

asset (intelligence) (JP 1-02) — Any resource—person, group, relationship, instrument, installation, or supply — at the disposition of an intelligence organization for use in an operational or support role. Often used with a qualifying term such as agent asset or propaganda asset. See FM 31-20.

assign (JP 1-02, NATO) — **1.** To place units or personnel in an organization where such placement is relatively permanent, and/or where such organization controls and administers the units or personnel for the primary function, or greater portion of the functions, of the unit or personnel. **2.** To detail individuals to specific duties or functions where such duties or functions are primary and/or relatively permanent. (See also attach.) See FM 101-5.

attach (JP 1-02) — **1.** The placement of units or personnel in an organization where such placement is relatively temporary. **2.** The detailing of individuals to specific functions where such functions are secondary or relatively temporary, e.g., attached for quarters and rations; attached for flying duty. (Army) — Subject to limitations imposed by the attachment order, the commander of the formation, unit, or organization receiving the attachment has the responsibility to provide the attached units with sustainment support above its organic capability. However, the responsibility for transfer, promotion of personnel, nonjudicial punishment, courts martial, and administrative actions, such as SIDPERS transactions and unit strength reporting, are normally retained by the parent formation, unit, or organization. (See also assign, operational command (OPCOM), operational control (OPCON), and organic.) See FM 101-5.

attack — A form of offensive operation characterized by coordinated movement supported by fire. It may be designated as a main or a supporting attack. The principal attack options include hasty attack, deliberate attack, spoiling attack, counterattack, raid, feint, and demonstration. (See also counterattack, deliberate attack, demonstration, feint, hasty attack, offensive operations, raid, and spoiling attack.) See FMs 1-111, 6-20, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, and 101-5.

attack by fire — Fires (direct and indirect) employed to destroy the enemy from a distance, normally used when the mission does not dictate or support occupation of the objective. This task is usually given to the supporting element during the offensive and as a counterattack option for the reserve during defensive operations. An attack by fire is not done in conjunction with a maneuvering force. When assigning this task, the commander must specify the intent of fire — either to destroy, fix, or suppress. (See also frontal attack and support by fire.) See FMs 7-8, 7-20, 7-30, and 71-123. **3-14** **C-8**

attack operations — Offensive actions intended to destroy and disrupt enemy theater missile (TM) capabilities before, during, and after launch. The objective of attack operations is to prevent the launch of TMs by attacking each element of the overall system, including such actions as destroying launch platforms, RSTA platforms, C² nodes, and missile stocks and infrastructure. See JP 3-01.5.

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attack position (JP 1-02) — The last position occupied by the assault echelon before crossing the line of departure. (See also assault position.) See FMs 7-8, 7-20, 7-30, and 71-123. **3-14**

attrition (JP 1-02, NATO) — The reduction of the effectiveness of a force caused by loss of personnel and materiel. See FMs 7-8, 7-20, 7-30, 71-123, and 100-5.

augmentation forces (JP 1-02) — Forces to be transferred from a supporting commander to the combatant command (command authority) or operational control of a supported commander during the execution of an operation order approved by the National Command Authorities. (Army) — Forces which are required for specific missions but are not required for day-to-day operations. A command relationship will be specified when these forces are transferred. See FMs 71-100, 100-15, and JP 5-0.

authenticate (JP 1-02) — A challenge given by voice or electrical means to attest to the authenticity of a message or transmission.

authentication (JP 1-02) — **1.** A security measure designed to protect a communications system against acceptance of a fraudulent transmission or simulation by establishing the validity of a transmission, message, or originator. **2.** A means of identifying individuals and verifying their eligibility to receive specific categories of information. **3.** Evidence by proper signature or seal that a document is genuine and official. **4.** In evasion and recovery operations, the process whereby the identity of an evader is confirmed.

authorized stockage list (ASL) (Army) — A list of items from all classes of supply authorized to be stocked at a specific echelon of supply. See FMs 10-1 and 100-10.

automatic resupply (JP 1-02) — A resupply mission fully planned before insertion of a special operations team into the operations area that occurs at a prearranged time and location, unless changed by the operating team after insertion. (See also emergency resupply and on-call resupply.)

auxiliary — In unconventional warfare, that element of the resistance force established to provide the organized civilian support of the resistance movement.

avenue of approach (AA) (JP 1-02) — An air or ground route of an attacking force of a given size leading to its objective or to key terrain in its path. (See also intelligence preparation of the battlefield (IPB).) See FMs 7-8, 7-20, 7-30, 34-130, 44-100, 71-123, and 100-5.

aviation combat element (ACE) (JP 1-02) — The Marine air-ground task force (MAGTF) element that is task organized to provide all or a portion of the functions of Marine Corps aviation in varying degrees based on the tactical situation and the MAGTF mission and size. These functions are air reconnaissance, antiair warfare, assault support, offensive air support, electronic warfare, and control of aircraft and missiles. The ACE is organized around an aviation headquarters and varies in size from a reinforced helicopter squadron to one or more Marine aircraft wing(s). It includes those aviation command (including air control agencies), combat, combat support, and combat service support units required by the situation. Normally, there is only one ACE in a MAGTF.

axis of advance (JP 1-02) — A line of advance assigned for purposes of control; often a road or a group of roads, or a designated series of locations, extending in the direction of the enemy. (Army) — A general route of advance, assigned for purposes of control, which extends toward the enemy. An axis of advance symbol graphically portrays a commander's intention, such as avoidance of built-up areas or envelopment of an enemy force. It follows terrain suitable for the size of the force assigned the axis and is often a road, a group of roads, or a designated series of locations. A commander may maneuver his forces and supporting fires to either side of an axis of advance provided the unit remain oriented on the axis and the objective.

Deviations from an assigned axis of advance must not interfere with the maneuver of adjacent units without prior approval of the higher commander. Enemy forces that do not threaten security or jeopardize mission accomplishment may be bypassed. An axis of advance is not used to direct the control of terrain or the clearance of enemy forces from specific locations. Intermediate objectives normally are assigned for these purposes. (See also attack, direction of attack, movement to contact, and offensive operations.) See FMs 7-20, 7-30, 17-95, 71-100, 71-123, and 100-15. **3-14, 3-15**

azimuth (JP 1-02) — Quantities may be expressed in positive quantities increasing in a clockwise direction, or in X, Y coordinates where south and west are negative. They may be referenced to true north or magnetic north depending on the particular weapon system used. (Army) — The horizontal angle, measured clockwise by degrees or mils between a reference direction and the line to an observed or designated point. There are three base (reference) directions or azimuths: true, grid, and magnetic azimuth. (See also grid azimuth, magnetic azimuth, and true azimuth.) See FM 21-26.

azimuth angle (JP 1-02, NATO) — An angle measured clockwise in the horizontal plane between a reference direction and any other line.

B

backbrief — A briefing by subordinates to the commander to review how subordinates intend to accomplish their mission. This is a commander to commander or one on one briefing. It takes two forms: **1.** After the operation order to ensure a subordinate's understanding of the mission. **2.** When a single commander briefs how he will accomplish the mission. (See also confirmation brief.) See FM 101-5

backhaul — The use of transportation assets that, having deposited their primary loads, are available to remove personnel and materials from that location to another location *en route* to their return destination. See FMs 19-1 and 100-10.

ballistic missile (JP 1-02, NATO) — Any missile which does not rely upon aerodynamic surfaces to produce lift and consequently follows a ballistic trajectory when thrust is terminated.

barrage fire (JP 1-02, NATO) — Fire which is designed to fill a volume of space or area rather than aimed specifically at a given target. (See also call for fire.) See FM 6-series.

barrage jamming (JP 1-02) — Simultaneous electromagnetic jamming over a broad band of frequencies. (See also jamming.) See FMs 34-1 and 34-10.

barrier (JP 1-02) — A coordinated series of obstacles designed or employed to channel, direct, restrict, delay, or stop the movement of an opposing force and to impose additional losses in personnel, time, and equipment on the opposing force. Barriers can exist naturally, be manmade, or a combination of both. (See also abatis, countermobility operations, and obstacle.) See FM 5-102.

base (JP 1-02, NATO) — **1.** A locality from which operations are projected or supported. **2.** An area or locality containing installations which provide logistic or other support. (DOD) **3.** Home airfield or home carrier. (Army) — A grouping of units or activities within a defined, defensible perimeter with specific access control points and traffic control. All units or activities are under operational control of a single commander for security operations. See FMs 100-10 and 100-15.

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base camp closure standards — Specific criteria (including both environmental, and nonenvironmental, protection issues) to be met when preparing to close, and on closing a base camp area. The addressing of each criterion is specified in its timing, and area of focus. The areas include identifying hazardous wastes and materials to be retrograded; conducting site assessments; identifying areas of POL contamination; completing and submitting an environmental condition report; having legal

representatives begin settling claims from local property owners; and conducting turnover meeting with lawyer, real estate representative, engineer, and so forth.

base cluster (JP 1-02) — In base defense operations, a collection of bases, geographically grouped for mutual protection and ease of command and control. (Army) — A grouping of bases designed to enhance the rear operations commander's span of control. Base clusters do not have a defined single perimeter or established access points for the whole cluster. All bases within the cluster are under operational control of a single commander for security operations. (See also base.) See FMs 71-100, 100-10, 100-15, and 100-16.

base cluster operations center (BCOC) (JP 1-02) — A command and control facility that serves as the base cluster commander's focal point for defense and security of the base cluster. (Army) — An austere command post established by the base cluster commander to coordinate security requirements between bases and conduct limited security operations. See FMs 71-100-1/2/3 and 100-15-1.

base defense (JP 1-02) — The local military measures, both normal and emergency, required to nullify or reduce the effectiveness of enemy attacks on, or sabotage of, a base, to ensure that the maximum capacity of its facilities is available to US forces.

base defense operations — The local military measures, both normal and emergency, required to nullify or reduce the effectiveness of enemy attacks on, or sabotage of, a base to ensure that the maximum capacity of its facilities is available to US forces. (See also base, base cluster, and defend.) See FMs 100-10 and 100-15.

base defense operations center (BDOC) (JP 1-02) — A command and control facility established by the base commander to serve as the focal point for base security and defense. It plans, directs, integrates, coordinates, and controls all base defense efforts, and coordinates and integrates into area security operations with the rear area operations center/rear tactical operations center. (Army) — An austere command post established by the base commander to plan, coordinate, and supervise base defense operations to ensure the protection of personnel, equipment, and resources from enemy attack. See FMs 71-100-1/2/3 and 100-15-1. **A-2**

base defense reaction forces — Forces comprised of personnel or elements of units assigned to a specific base with the responsibility to rapidly bolster base defenses or react to an unforeseen threat. See FMs 71-100-1/2/3 and 100-15-1.

base defense status (Army) — A two-digit indicator determined by assessing the development of defenses coupled with the percentage of personnel manning the perimeter. The first digit is alphabetic (A-G) and corresponds to the development of the base defenses. The second digit is numeric (1-9) and corresponds to the percentage of soldiers physically manning the perimeter. See FMs 71-100, 71-100-1/2/3, 100-15, and 100-15-1.

base defense zone (BDZ) (JP 1-02) — An air defense zone established around an air base and limited to the engagement envelope of short-range air defense weapons systems defending that base. Base defense zones have specific entry, exit, and identification, friend or foe procedures established. (See also air defense and base defense.) See FMs 44-100 and 100-15.

base development (JP 1-02, NATO) — The improvement or expansion of the resources and facilities of an area or a location to support military operations. (See also base.) See FMs 100-10 and 100-15.

base element — See base unit.

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base of fire— Continuous and active suppression from a support-by-fire position of an objective (even though the enemy has not shown himself) to reduce or eliminate the enemy's capability to interfere by fire and movement with an assaulting unit. It may be provided by a single weapon or a grouping of weapon systems. (See also overwatch and support by fire). See FMs 7-7, 7-20, and 71-123.

base unit (JP1-02) — Unit of organization in a tactical operation around which a movement or maneuver is planned and performed. See FMs 7-7 and 7-20.

basic load (JP 1-02, NATO) —The quantity of supplies required to be on hand within, and which can be moved by, a unit or formation. It is expressed according to the wartime organization of the unit or formation and maintained at the prescribed levels. (Army) — The quantity of supplies and ammunition stored and carried under an organization's control that is determined by a higher headquarters on the basis of the mission and analysis of the threat. See FMs 6-20, 7-7, 7-20, 71-123, and 100-10.

battalion task force — **1.** Based upon mission, a temporary grouping of units under one commander formed to carry out a specific operation or mission. **2.** A semipermanent organization of units under one commander, formed for the purpose of carrying out a continuing specific task. **3.** A combat arms battalion-sized unit consisting of a battalion headquarters, at least one assigned company-sized element, and at least one attached company-sized element from another combat arm or combat support unit. (See also task force and task organization.) See FM 71-123.

battle — A series of related tactical engagements that last longer than an engagement, involve larger forces, and could affect the course of the campaign. They occur when division, corps, or army commanders fight for significant objectives. (See also campaign, engagement, and major operation.) See FM 100-5.

battle command (BC) (Army) — The art of battle decision making and leading. It includes controlling operations and motivating soldiers and their organizations into action to accomplish missions. Battle command includes visualizing the current state and a future state, then formulating concepts of operations to get from one to the other at least cost. It also includes assigning missions, prioritizing and allocating resources, selecting the critical time and place to act, and knowing how and when to make adjustments during the fight. See FM 100-5.

battle damage assessment (BDA) (JP 1-02) (NATO: damage assessment) — The timely and accurate estimate of damage resulting from the application of military force, either lethal or nonlethal, against a predetermined objective. Battle damage assessment can be applied to the employment of all types of weapon systems (air, ground, naval, and special forces weapon systems) throughout the range of military operations. It is primarily an intelligence responsibility with required inputs and coordination from the operators. It is composed of physical damage assessment, functional damage assessment, and target system assessment. See FMs 6-20-10, 34-1, 34-130, 71-100, and 100-15.

battle damage assessment and repair (BDAR) (NATO: battle damage repair) — Any expedient action that returns a damaged item or assembly to a mission-capable or limited mission-capable condition. Repairs are often temporary. (See also cannibalize.) See FMs 63-2 and 100-9.

battle drill — Standardized actions made in response to common battlefield occurrences. They are designed for rapid reaction situations. See FMs 7-7, 7-8, 7-10, 17-15, and 17-98.

battlefield circulation control (BCC) (Army) — A military police mission involving route reconnaissance and surveillance, main supply route regulation enforcement, straggler and refugee control, intelligence collecting and reporting, and information dissemination. See FM 19-1.

battlefield coordination detachment (BCD) (JP 1-02) — An Army liaison provided by the Army component commander to the Air Operations Center (AOC) and/or to the component designated by the joint force commander to plan, coordinate, and deconflict air operations. The battlefield coordination element processes Army requests for tactical air support, monitors and interprets the land battle situation for the AOC, and provides the necessary interface for exchange of current intelligence and operational data. See FMs 71-100, 100-13, and 100-15.

battlefield framework — The overall structure of the battlefield which, at the tactical level of war, consists of four interrelated concepts: area of interest, battlespace, area of operations, and battlefield organization. The battlefield framework provides a way for commanders to relate their forces to the enemy in terms of time, space, and purpose. This battlefield framework applies to both linear and noncontiguous operations. (See also area of influence, area of interest, area of operations, and battlespace.) See FM 71-100, 100-5, and 100-15.

battlefield information coordination center (BICC) (Army) — A subsection of the battalion and brigade S2 section. It provides detailed control and coordination of intelligence collection, production, and dissemination, thus freeing the S2 from routine tasks so that he can better manage the overall intelligence effort.

battlefield operating systems (BOS) (Army) — A listing of critical tactical activities. The BOS provide a means of reviewing preparations or execution in discrete subsets. Critical to this review is the synchronization and coordination of activities not only within a BOS, but among the various BOS. The BOS are not all inclusive; they include intelligence, maneuver, fire support, mobility and survivability, air defense, combat service support, and command and control but do not address timing, tempo, reconnaissance, information operations, or tactics.

battlefield organization — The arranging and synchronizing of battlefield activities throughout the area of operations to accomplish the simultaneous operations of deep, close, and rear. (See also close operations, deep operations, rear operations, and simultaneous attack in depth.) See FMs 71-100, 100-5, and 100-15.

battlefield visualization (Army) — The process whereby the commander develops a clear understanding of his current state with relation to the enemy and environment, envisions a desired end state, and then subsequently visualizes the sequence of activity that will move his force from its current state to the end state. The commander articulates a battlefield vision through an intent statement which guides the development of a concept for the operation and subsequent execution of the mission. (See also branch, concept of operations, sequel, and wargaming.) See FMs 71-100, 100-5, and 100-15.

battle handover — A designated point (phase line) on the ground where responsibility transitions from the stationary force to the moving force and vice versa. It is within direct fire range and observed indirect fire range of the stationary force. (See also support by fire.) See FMs 17-95, 71-100, 71-123, and 100-15.

battle position (BP) — **1.** A defensive location oriented on the most likely enemy avenue of approach from which a unit may defend. Such units can be as large as battalion task forces and as small as platoons. A unit assigned a BP is located within the general outline of the BP. A battle position graphic control measure may be used independently or in combination with sectors. Security, combat support, and combat service support forces may operate outside a BP. **2.** For attack helicopters, an area designated in which they can maneuver and fire into a designated engagement area or engage targets of opportunity. (See also defend.) See FMs 1-112, 7-8, 7-20, 7-30, and 71-123. **3-8**

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battlespace (Army) — The conceptual physical volume in which the commander seeks to dominate the enemy. It expands and contracts in relation to the commander's ability to acquire and engage the enemy, or can change as the commander's vision of the battlefield changes. It encompasses three dimensions and is influenced by the operational dimensions of time, tempo, depth, and synchronization. It is not assigned by a higher commander nor is it constrained by assigned boundaries. (See also battlefield framework.) See FMs 71-100, 100-5, and 100-15.

beach capacity (JP 1-02, NATO) — An estimate, expressed in terms of measurement tons, or weight tons, of cargo that may be unloaded over a designated strip of shore per day.

beachhead (JP 1-02) — A designated area on a hostile or potentially hostile shore that, when seized and held, ensures the continuous landing of troops and materiel, and provides maneuver space requisite for subsequent projected operations ashore. (See also amphibious operation.) See FMs 31-12, 71-100, 71-100-2, 100-5, and JP 3-02.

beaten zone (JP 1-02) — The area on the ground upon which the cone of fire falls. See FMs 6-20, 7-8, and 7-90.

begin morning civil twilight (BMCT) — Begins when the sun is halfway between beginning morning and nautical twilight and sunrise, when there is enough light to see objects clearly with the unaided eye. At this time, light intensification devices are no longer effective, and the sun is six degrees below the eastern horizon.

begin morning nautical twilight (BMNT) — The start of that period where, in good conditions and in the absence of other illumination, enough light is available to identify the general outlines of ground objects and conduct limited military operations. Light intensification devices are still effective and may have enhanced capabilities. At this time, the sun is 12 degrees below the eastern horizon. (See also twilight.)

beleaguered — *See missing.*

be-prepared mission (Army) — A mission assigned to a unit that might be executed. It is generally a contingency mission which will be executed because something planned has or has not been successful. In planning priorities, it is planned after any on-order missions. (See also on-order mission.) See FM 101-5.

beseiged — *See missing.*

biological agent (JP 1-02) — A microorganism that causes disease in personnel, plants, or animals or causes the deterioration of materiel. See FMs 3-9 and 8-10-7.

biological operation (JP 1-02, NATO) — Employment of biological agents to produce casualties in personnel or animals and damage to plants or materiel; or defense against such employment. See FM 3-9.

biosurveillance — The systematic observation of an area of operations for biological hazards. This includes the use of biodetectors, intelligence, LB teams, and other resources.

black list (JP 1-02) — An official counterintelligence listing of actual or potential enemy collaborators, sympathizers, intelligence suspects, and other persons whose presence menaces the security of friendly forces. **D-3**

black propaganda (JP 1-02) — Propaganda which purports to emanate from a source other than the true one. (See also information warfare (IW).)

blast effect (JP 1-02) — Destruction of or damage to structures and personnel by the force of an explosion on or above the surface of the ground. Blast effect may be contrasted with the cratering and ground-shock effects of a projectile or charge that goes off beneath the surface. See FM 5-250 and JPs 3-12.2, and 3-12.3.

blind transmission (JP 1-02) — Any transmission of information that is made without expectation of acknowledgement.

blister agent (JP 1-02, NATO) — A chemical agent which injures the eyes and lungs, and burns or blisters the skin. Also called vesicant agent. See FM 3-9.

block — **1.** A tactical task assigned to a unit that requires it to deny the enemy access to a given area or to prevent enemy advance in a given direction or an avenue of approach. It may be for a specified time. Units assigned this mission may have to retain terrain and accept decisive engagement. **2.** An obstacle effect that integrates fire planning and obstacle effort to stop an attacker on a specific avenue of approach or to prevent an enemy from exiting an engagement area. (See also contain, disrupt, fix, and turn.) See FMs 5-71-100, 5-102, and 90-7. **3-31** **C-8**

blocking position (JP 1-02, NATO) — A defensive position so sited as to deny the enemy access to a given area or to prevent his advance in a given direction. (See also battle position (BP), block, defend, and strongpoint (SP).) See FMs 5-102, 5-103, 7-20, 71-100, and 71-123.

blood agent (JP 1-02, NATO) — A chemical compound, including the cyanide group, that affects bodily functions by preventing the normal utilization of oxygen by body tissues. See FM 3-9.

blood chit (JP 1-02) — A small sheet of material depicting an American Flag and a statement in several languages to the effect that anyone assisting the bearer to safety will be rewarded. (See also civil affairs.) See FM 1-111.

blowback (JP 1-02, NATO) — **1.** Escape, to the rear and under pressure, of gases formed during the firing of the weapon. Blowback may be caused by a defective breech mechanism, a ruptured cartridge case, or a faulty primer. **2.** Type of weapon operation in which the force of expanding gases acting to the rear against the face of the bolt furnishes all the energy required to initiate the complete cycle of operation. A weapon which employs this method of operation is characterized by the absence of any breech-lock or bolt-lock mechanism. (Army) — A recoilless weapon is characterized by this type functioning. See FMs 7-8, 17-12, and 23-1.

bogey (JP 1-02) — An air contact which is unidentified but assumed to be enemy. (Not to be confused with unknown.) (See also hostile criteria.) See FMs 44-100 and 100-103.

booby trap (JP 1-02, NATO) — An explosive or nonexplosive device or other material deliberately placed to cause casualties when an apparently harmless object is disturbed or a normally safe act is performed. (Army) — A device designed to kill or maim an unsuspecting person who disturbs an apparently harmless object or performs a normally safe act. **3-27** **D-3**

bound (JP 1-02, NATO) — **1.** In land warfare, a single movement, usually from cover to cover, made by troops often under enemy fire. (DOD) **2.** Distance covered in one movement by a unit that is advancing by bounds. (See also movement technique.) See FMs 1-111, 7-8, 7-20, 17-95, and 71-123.

boundary (JP 1-02) — A line which delineates surface areas for the purpose of facilitating coordination and deconfliction of operations between adjacent units, formations, or areas. (Army) — **1.** A control measure

used to define the right, left, rear, and forward limits of an area of operation. **2.** A control measure normally drawn along identifiable terrain features and used to delineate areas of tactical responsibility between adjacent units and between higher headquarters to the rear of subordinate units. Within their boundaries, units may maneuver within the overall plan without close coordination with neighboring units unless otherwise restricted. Direct fire may be placed across boundaries on clearly identified enemy targets without prior coordination, provided friendly forces are not endangered. Indirect fire also may be used after prior coordination. (See also airhead, airspace coordination area (ACA), area of operations (AO), and bridgehead.)

3-11

bounding overwatch — A movement technique used when contact with enemy forces is expected. The unit moves by bounds. One element is always halted in position to overwatch another element while it moves. The overwatching element is positioned to support the moving unit by fire or fire and movement. (See also movement technique and overwatch.) See FMs 7-8, 7-20, and 71-123.

box formation — A unit formation with subordinate elements arranged in a box or square or two elements up and two back. It is a flexible formation that provides equal fire power in all directions. It is generally used when the enemy location is known. This formation can cause 50 percent of force to be decisively engaged at the same time, therefore limiting the combat power available to maneuver against an enemy. (See also column formation, echelon formation, formation, line formation, movement formation, vee formation, and wedge formation.) See FMs 7-7, 7-8, and 7-20.

bracketing (JP 1-02, NATO) — A method of adjusting fire in which a bracket is established by obtaining an over and a short along the spotting line, and then successively splitting the bracket in half until a target hit or desired bracket is obtained. (See also call for fire.) See FMs 6-20 and 7-90.

branch (JP 1-02) — **1.** A subdivision of any organization. **2.** A geographically separate unit of an activity which performs all or part of the primary functions of the parent activity on a smaller scale. Unlike an annex, a branch is not merely an overflow addition. **3.** An arm or service of the Army. (Army) — A contingency plan or course of action (an option built into the basic plan or course of action) for changing the mission, disposition, orientation, or direction of movement of the force to aid success of the operation based on anticipated events, opportunities, or disruptions caused by enemy actions and reactions as determined during the wargaming process. (See also operation order (OPORD), sequel, and wargaming.) See FMs 100-5 and 101-5.

breach — A tactical task where any means available are employed to break through or secure a passage through an enemy defense, obstacle, minefield, or fortification. (See also covert breaching, deliberate breaching, and in-stride breach.) See FMs 5-71-100 and 90-13-1. **C-8**

breach force — A combined arms force task-organized with the maneuver and engineer forces necessary to reduce obstacles and create lanes through an obstacle to pass initial assault forces through the lanes. The force is typically equipped with demolitions or mine plows and rollers. When made up primarily of engineers, the force must also be organized with the maneuver forces necessary for local direct fire suppression and security. Breaching forces clear enemy trenches, bunkers, and foxholes, and create and hold open a breach in the enemy positions. During an attack of an enemy fortified position or strongpoint, the breaching forces are those elements charged with breaching obstacles along an avenue of approach. (See also assault force and support force.) See FMs 5-71-100 and 90-13-1.

break-bulk cargo — Cargo which is not shipped in a container. See FM 10-1.

breakout — An operation conducted by an encircled force to regain freedom of movement or contact with friendly units. It differs from other attacks only in that a simultaneous defense in other areas of the perimeter must be maintained. (See also encirclement, follow and support, main body, rear guard, and rupture.) See FMs 7-20, 7-30, 71-100, 71-100-2, 71-123, and 100-15.

breakthrough — A rupturing of the enemy's forward defenses that occurs as a result of a penetration. A breakthrough permits the passage of an exploitation force. (See also attack, exploitation, and pursuit.) See FMs 7-20, 7-30, 71-100, 71-100-2, and 71-123.

brevity code (JP 1-02, NATO) — A code which provides no security but which has as its sole purpose the shortening of messages rather than the concealment of their content. See FM 101-5.

bridgehead (JP 1-02) — An area of ground held or to be gained on the enemy's side of an obstacle. (Army) — In river crossing operations, an area on the enemy's side of the water obstacle that is large enough to accommodate the majority of the crossing force, has adequate terrain to permit defense of the crossing sites, provides security of crossing forces from enemy direct fire, and provides a base for continuing the attack. (See also airhead and beachhead.) See FMs 7-20, 7-30, 71-100, 71-100-2, 71-123, and 90-13. **3-19**

bridgehead force — A force that assaults across a river to secure the enemy side of a river (the bridgehead) to allow the buildup and passage of a breakout force during river crossing operations. See FMs 7-20, 7-30, 71-100, 71-100-2, 71-123, and 90-13.

bridgehead line (JP 1-02, NATO) — The limit of the objective area in the development of the bridgehead. (See also bridgehead and crossing force.) See FMs 7-20, 7-30, 71-100, 71-100-2, 71-123, and 90-13. **3-19**

brigade support area (BSA) (Army) — A designated area in which combat service support elements from division support command and corps support command provide logistic support to a brigade. The forward support battalion (FSB) manages the terrain and unit locations. Examples of units located in the BSA are FSB command post (CP), brigade rear CP, FSB supply company CP, class I, II, IV, and VII points, ammunition transfer point, forward support medical company, class VIII point, medical clearing station, air defense artillery battery (-), and forward signal platoon (-). See FMs 7-30, 8-10-1, and 63-20. **3-39**

broadcast intelligence — The dissemination of intelligence and targeting information to multiple terminals at multiple echelons down to brigade level simultaneously to provide a common intelligence picture at all those echelons. This eliminates bottlenecks inherent in point-to-point communications. See FMs 34-1, 71-100, and 100-15.

buffer zone — A defined area controlled by a peace operations force from which disputing or belligerent forces have been excluded. A buffer zone is formed to create an area of separation between disputing or belligerent forces and reduce the risk of renewed conflict. It is also called area of separation in some United Nations operations. (See also zone of separation (ZOS).)

buildup (JP 1-02, NATO) — The process of attaining prescribed strength of units and prescribed levels of vehicles, equipment, stores, and supplies. Also may be applied to the means of accomplishing this process. See FMs 100-15 and 100-17.

built-up area — A concentration of structures, facilities, and population, such as villages, cities, and towns. See FMs 7-8, 7-20, 7-30, 71-100-2, 71-123, 90-10, and 90-10-1.

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bulk cargo (JP 1-02) — That which is generally shipped in volume where the transportation conveyance is the only external container; such as liquids, ore, or grain. (Army) — Cargo with dimensions less than oversized cargo and cargo that fits on a 463L aircraft pallet. See FMs 55-10 and 100-10.

bulk petroleum product (JP 1-02, NATO) — A liquid petroleum product transported by various means and stored in tanks or containers having an individual fill capacity greater than 250 liters. See FMs 10-67, 63-2, 63-20, 63-21, and 100-10.

bulk storage (JP 1-02) — **1.** Storage in a warehouse of supplies and equipment in large quantities, usually in original containers, as distinguished from bin storage. **2.** Storage of liquids, such as petroleum products in tanks, as distinguished from drum or packaged storage. (See also bulk cargo and bulk petroleum product.) See FMs 63-2, 63-20, 63-21, and 100-10.

bump plan — In movement, a plan that describes in detail which individuals and equipment in each designated load or chalk has priority over the others. This plan is used when the means of transportation (truck, helicopter, airplane, or ship) cannot carry all of a particular load. (See also chalk.) See FMs 71-100-3 and 90-4.

bypass — A tactical task that involves maneuvering around an obstacle, position, or enemy force to maintain the momentum of advance. Bypassed obstacles and enemy forces are reported to higher headquarters. See FMs 7-20, 7-30, 17-95, 71-100, 71-123, and 100-15. **3-27** **C-8**

bypass criteria — A measure during the conduct of an offensive operation established by higher headquarters that specifies the conditions and size under which enemy units and contact may be avoided. See FMs 7-20, 7-30, 17-95, 71-100, 71-123, and 100-15.

C

call for fire (JP 1-02, NATO) — A request for fire containing data necessary for obtaining the required fire on a target. (See also adjustment of fire.) See FM 6-20 series and FM 7-90.

call forward area — **1.** In river crossing operations, waiting areas within the crossing area where final preparations are made. **2.** In air movement operations, the area at the departure airfield where plane loads are assembled in a ready condition prior to being directed to the loading ramp area. (See also aerial port of embarkation (APOE), airborne, chalk, staging area, and tanker airlift control element (TALCE).) See FMs 55-12 and 90-13.

camouflage (JP 1-02, NATO) — The use of natural or artificial material on personnel, objects, or tactical positions with the aim of confusing, misleading, or evading the enemy. (See also concealment, cover, deception, and surveillance.) See FM 90-2.

campaign (JP 1-02) — A series of related military operations aimed at accomplishing a strategic or operational objective within a given time and space. (See also campaign plan.) See FMs 100-5 and 100-15.

campaign plan (JP 1-02) — A plan for a series of related military operations aimed at accomplishing a strategic or operational objective within a given time and space. (See also campaign.) See FMs 100-5 and 100-15.

canalize (JP 1-02) — To restrict operations to a narrow zone by use of existing or reinforcing obstacles or by fire or bombing. (Army) — A tactical task used to restrict operations to a narrow zone by the use of obstacles, fires, or unit maneuvering or positioning. (See also obstacle.) See FMs 5-100 and 5-102. **C-8**

cannibalize (JP 1-02, NATO) — To remove serviceable parts from one item of equipment in order to install them on another item of equipment. (Army) — The authorized removal of parts or components from economically unrepairable or disposable items or assemblies and making them available for reuse. (See also battle damage assessment and repair (BDAR).) See FMs 63-2, 63-2-1, 63-6, 63-20, 63-21, and 71-123. **3-37**

capture — The taking into custody of a hostile force, equipment, or personnel as a result of military operations. See FM 34-1.

captured — See missing.

casualty (JP 1-02) — Any person who is lost to the organization by having been declared dead, duty status-whereabouts unknown, missing, ill, or injured. See FMs 8-10, 8-10-1, 8-10-6, 8-55, 12-6, and 16-1.

casualty collection point (CCP) — A specific location where casualties are assembled to be transported to a medical treatment facility (MTF), for example, a company aid post. See FM 8-55. **3-37**

casualty transport — The movement of casualties by nonmedical transportation assets without the provisions of *en route* medical care.

C-day (JP1-02) — The unnamed day on which a deployment operation commences or is to commence. The deployment may be movement of troops, cargo, weapon systems, or a combination of these elements using any or all types of transport. The letter "C" will be the only one used to denote the above. The highest command or headquarters responsible for coordinating the planning will specify the exact meaning of C-day within the aforementioned definition. The command or headquarters directly responsible for the execution of the operation, if other than the one coordinating the planning, will do so in light of the meaning specified by the highest command or headquarters coordinating the planning. See FMs 100-5, 100-15, and 100-17.

cease engagement (JP 1-02, NATO) — In air defense, a fire control order used to direct units to stop the firing sequence against a designated target. Guided missiles already in flight will continue to intercept. (See also engage and hold fire.) See FM 44-100.

cease fire (JP 1-02) — A command given to air defense artillery units to refrain from firing on, but to continue to track, an airborne object. Missiles already in flight will be permitted to continue to intercept. (Army) — A command given to any unit or individual firing any weapon to stop engaging the target. (See also call for fire, fire command, and fire mission.) See FMs 6-20, 7-8, 7-90, 17-12, 23-1, and 44-100.

cease loading (JP 1-02, NATO) — In artillery and naval gunfire support, the command used during firing of two or more rounds to indicate the suspension of inserting rounds into the weapon. (Army) — Pertains to mortar fire also. See FMs 6-20 series and 7-90.

cell (JP 1-02) — Small group of individuals who work together for clandestine or subversive purposes.

centers of gravity (JP 1-02) — Those characteristics, capabilities, or localities from which a military force derives its freedom of action, physical strength, or will to fight. (Army) — The hub of all power and movement, on which everything depends. (See also operational art and operational level of war.) See FMs 100-5, 100-7, and 100-15.

centigray (cGy) (JP 1-02, NATO) — A unit of absorbed dose of radiation (one centigray equals one rad). (Army) — The term centigray (1/100 of a gray) (one *gray* equals 100 rads) has replaced the term rad and is the equivalent of one rad. (See decontamination.) See FMs 3-3-1 and 3-4.

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chaff (JP 1-02) — Radar confusion reflectors, which consist of thin, narrow metallic strips of various lengths and frequency responses, used to reflect echoes for confusion purposes. (Army) — Causes enemy missiles to lock on to it instead of the real aircraft. (See also deception.) See FMs 1-111 and 90-2.

chain of command (JP 1-02, NATO) — The succession of commanding officers from a superior to a subordinate through which command is exercised. Also called command channel.

chalk — Designated troops, equipment, or cargo that constitutes a complete aircraft load. (See also air assault, airborne, and tanker air lift control element (TALCE).) See FMs 71-100-2, 71-100-3, 90-4, and 90-26.

chalk number (JP 1-02, NATO) — The number given to a complete load and to the transporting carrier. (See also chalk.) See FMs 71-100-2, 71-100-3, 90-4, and 90-26.

challenge (JP 1-02, NATO) — Any process carried out by one unit or person with the object of ascertaining the friendly or hostile character or identity of another. (See also password.)

check firing (JP 1-02, NATO) — In artillery and naval gunfire support, a command to cause a temporary halt in firing. (Army) — Pertains to mortar fire also. (See also cease fire, cease loading, and fire mission.) See FM 6-20 series.

checkpoint (CP) (JP 1-02, NATO) — **1.** A predetermined point on the surface of the earth used as a means of controlling movement, a registration target for fire adjustment, or reference for location. **2.** Center of impact; a burst center. **3.** Geographical location on land or water above which the position of an aircraft in flight may be determined by observation or by electrical means. **4.** A place where military police check vehicular or pedestrian traffic in order to enforce circulation control measures and other laws, orders, and regulations. (Army) — **1.** Predetermined point on the ground used to control movement and tactical maneuver. **2.** A place where military police are set up to provide information and prevent illegal actions or actions that aid the enemy; this includes inspection of vehicles and cargo. See FMs 19-1, 19-4, 71-123, and 100-103.

3-25

chemical agent (JP 1-02, NATO) — A chemical substance which is intended for use in military operations to kill, seriously injure, or incapacitate personnel through its physiological effects. The term excludes riot control agents, herbicides, smoke, and flame. (See also biological agent, chemical defense, and decontamination.) See FMs 3-9 and FM 8-10-7.

chemical defense (JP 1-02, NATO) — The methods, plans, and procedures involved in establishing and executing defensive measures against attack utilizing chemical agents. (See also chemical agent and decontamination.) See FMs 3-3 and 3-100.

chemical downwind message (CDM) — A weather forecast valid for three 2-hour periods (6 hours). The CDM forecasts wind direction, wind speed, air stability, humidity, air temperature, and any significant weather. (See also decontamination and mission-oriented protective posture (MOPP).) See FM 3-3.

chemical warfare (CW) (JP 1-02) — All aspects of military operations involving the employment of lethal and incapacitating munitions/agents and the warning and protective measures associated with such offensive operations. Since riot control agents and herbicides are not considered to be chemical warfare agents, those two items will be referred to separately or under the broader term "chemical," which will be used to include all types of chemical munitions/agents collectively. The term "chemical warfare weapons" may be used when it is desired to reflect both lethal and incapacitating munitions/agents of either chemical or biological origin. (See also chemical defense, herbicide, and riot control agent.) See FMs 3-9 and 3-100.

choices of maneuver (Army) — Distinct tactical combinations of fire and movement with a unique set of doctrinal characteristics that differ primarily in the relationship between the maneuvering force and the enemy. The choices of offensive maneuver are envelopment, turning movement, infiltration, penetration, and frontal attack. The choices of defensive maneuver are forward and in-depth. Commanders use these to orient on the enemy, not terrain. More than one may be applied during an operation and may be used in conjunction with a form of tactical operation. (See also attack, envelopment, frontal attack, infiltration, penetration, turning movement, and type of operation.) See FMs 71-100, 100-5, 100-7, and 100-15.

choke point — A geographical location on land or water that restricts the movement of forces and can be natural, man-made, or created through the disposition of forces.

circular error probable (CEP) (JP 1-02) — An indicator of the delivery accuracy of a weapon system, used as a factor in determining probable damage to a target. It is the radius of a circle within which half of a missile's projectiles are expected to fall. (Army) — Error in location of a system or vehicle based on the on-board navigational system and the distance from the last survey control point. See FMs 6-50 series, 7-90, 17-12, and 23-1.

civil administration — An administration established by a foreign government in (1) friendly territory, under an agreement with the government of the area concerned, to exercise certain authority normally the function of the local government (also called civil affairs administration), or (2) hostile territory, occupied by US forces, where a foreign government exercises executive, legislative, and judicial authority until an indigenous civil government can be established. (See also civil affairs (CA), civil military operations (CMO), and stability and support operations (SASO).) See FM 41-10.

civil affairs (CA) (JP 1-02) — The activities of a commander that establish, maintain, influence, or exploit relations between military forces and civil authorities, both governmental and nongovernmental, and the civilian populace in a friendly, neutral, or hostile area of operations in order to facilitate military operations and consolidate operational objectives. Civil affairs may include performance by military forces of activities and functions normally the responsibility of local government. These activities may occur prior to, during, or subsequent to other military actions. They may also occur, if directed, in the absence of other military operations. (Army) — **1.** Matters concerning the relationship between military forces located in a country or area and the civil authorities and people of that country or area, usually occurring in time of hostilities or other emergency, and normally covered by a treaty or other agreement, expressed or implied. **2.** Military government: the form of administration by which occupying power exercises executive, legislative, and judicial authority over occupied territory. See FM 41-10. **4-30**

civil defense emergency — See domestic emergencies.

civil disturbances — See domestic emergencies.

civil-military operations (CMO) (Army) — The complex of activities in support of military operations embracing the interaction between the military force and civilian authorities fostering the development of favorable emotions, attitudes, and behavior in neutral, friendly, or hostile groups. See FM 41-10.

civil-military operations center (CMOC) (Army) — An operations center formed from civil affairs assets that serves as the primary interface between the US armed forces and the local civilian population, humanitarian organizations, nongovernmental organizations, private voluntary organizations, United Nations and other international agencies, multinational military forces, and other agencies of the US government. The primary purpose of the CMOC is to ensure continuous coordination among the key participants in a given area with

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regards to civil military matters. It is a flexible, mission-dependent organization that can be formed at brigade through joint levels of command. See FM 41-10.

clandestine operation (JP 1-02) — An operation sponsored or conducted by governmental departments or agencies in such a way as to assure secrecy or concealment. A clandestine operation differs from a covert operation in that emphasis is placed on concealment of the operation rather than on concealment of identity of sponsor. In special operations, an activity may be both covert and clandestine and may focus equally on operational considerations and intelligence-related activities.

classes of supply — The grouping of supplies by type into 10 categories to facilitate supply management and planning. **3-39, 3-40** **4-27, 4-28**

Supply Class	Definition/Examples
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* I	Subsistence items (meals ready to eat (MRE), T-rations, and fresh fruits and vegetables) and gratuitous-issue health and comfort items. 3-39 4-27
II	Clothing, individual equipment, tentage, organizational tool sets and kits, hand tools, maps, and administrative and housekeeping supplies and equipment. 3-39 4-28
III	Petroleum fuels, lubricants, hydraulic and insulating oils, preservatives, liquids and gases, bulk chemical products, coolants, deicer and antifreeze compounds, components and additives of petroleum and chemical products, and coal. 3-39 4-28
IV	Construction materials including installed equipment, and all fortification and obstacle materials. 3-39 4-28
V	Ammunition of all types including chemical, bombs, explosives, mines, fuzes, detonators, pyrotechnics, missiles, rockets, propellants, and other associated items. 3-39 4-28
* VI	Personal demand items such as health and hygiene products, writing material, snack food, beverages, cigarettes, batteries, and cameras (nonmilitary items). 3-39 4-28
VII	Major end items such as launchers, tanks, mobile machine shops, and vehicles. 3-39 4-28
* VIII	Medical material, including repair parts peculiar to medical equipment and management of blood. 3-40 4-28
IX	Repair parts and components, to include kits, assemblies, and subassemblies (repairable or nonrepairable), that are required for maintenance support of all equipment. 3-40 4-28
X	Material required to support nonmilitary programs, such as agricultural and economic development projects (not included in classes I through IX). 3-40 4-28
MISC	Water, captured enemy material, salvage material. 4-27, 4-29

clear (JP 1-02) — **1.** To approve or authorize, or to obtain approval or authorization for: **a.** a person or persons with regard to their actions, movements, duties, etc; **b.** an object or group of objects, as equipment or supplies, with regard to quality, quantity, purpose, movement, disposition, etc; and **c.** a request, with regard to correctness of form, validity, etc. **2.** To give one or more aircraft a clearance. **3.** To give a person a

security clearance. **4.** To fly over an obstacle without touching it. **5.** To pass a designated point, line, or object. The end of a column must pass the designated feature before the latter is cleared. **6. a.** To operate a gun so as to unload it or make certain no ammunition remains; and **b.** to free a gun of stoppages. **7.** To clear an engine; to open the throttle of an idling engine to free it from carbon. **8.** To clear the air to gain either temporary or permanent air superiority or control in a given sector. (Army) — **1.** A tactical task to remove all enemy forces and eliminate organized resistance in an assigned zone, area, or location by destroying, capturing, or forcing the withdrawal of enemy forces such that they cannot interfere with the friendly unit's ability to accomplish its mission. **2.** To eliminate transmissions on a tactical radio net in order to allow a higher-precedence transmission to occur. **3.** The total elimination or neutralization of an obstacle that is usually performed by follow-on engineers and is not done under fire. (See also reduce.) See FMs 5-100, 5-101, and 90-13-1. **C-8**

clearance of fires — The process of approving or obtaining approval to attack targets with indirect fires within and outside the boundaries of the maneuver unit for which the fires are provided. See FMs 6-20 series, 7-30, 7-90, 71-100, and 71-123.

clearing operation (JP 1-02) — An operation designed to clear or neutralize all mines and obstacles from a route or area. (See also breach.) See FMs 5-100, 5-101, and 90-13-1.

clearing station — An Echelon II medical treatment facility established by a medical company that provides emergency or resuscitative treatment for patients until evacuated and definitive treatment for patients with minor illness, wounds, or injuries who can return to duty.

close air support (CAS) (JP 1-02) — Air action by fixed- and rotary-wing aircraft against hostile targets which are in close proximity to friendly forces and which require detailed integration of each air mission with the fire and movement of those forces. (See also air interdiction (AI).) See FMs 1-111 and 6-20 series.

close operations — Involves forces in immediate contact with the enemy and the fighting between the committed forces and the readily available tactical reserves of both combatants. (See also attack, battlefield organization, and defend.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 71-100, 71-123, 100-5, and 100-15.

cluster (JP 1-02, NATO) — **1.** Fireworks signal in which a group of stars burns at the same time. **2.** Group of bombs released together. A cluster usually consists of fragmentation or incendiary bombs. See FM 6-20 series. **3.** Two or more parachutes for dropping light or heavy loads. See FMs 90-26 and 71-100-2. **4.** In land mine warfare, a component of a pattern-laid minefield. It may be antitank, antipersonnel, or mixed. It consists of one to five mines and no more than one antitank mine. See FM 5-102. **5.** Two or more engines coupled together so as to function as one power unit. **6.** In naval mine warfare, a number of mines laid in close proximity to each other as a pattern or coherent unit. They may be of mixed types. **7.** In minehunting, designates a group of mine-like contacts.

clutter (JP 1-02) — Permanent echoes, cloud, or other atmospheric echo on radar scope; as contact has entered scope clutter. (See also air defense) See FM 44-100.

coalition — An *ad hoc* arrangement between two or more nations for common action. (See also alliance and multinational operations.) See FMs 100-5, 100-15, and 100-20.

coil — An arrangement of vehicles forming a circle and providing 360-degree security in an assembly area with the primary weapon systems and protective armor facing outward. See FMs 7-7, 17-12, 17-15, and 17-95.

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collateral damage — Unintended and undesirable civilian personnel injuries or materiel damage adjacent to a target produced by the effects of friendly weapons. See FM 6-20 series.

collateral damage distance — Minimum distance in meters that a desired ground zero for a nuclear explosion must be separated from civilian personnel and materiel to ensure with 99-percent assurance that a 5-percent incidence of injuries or property damage will not be exceeded. See FM 100-30.

collateral mission activities — The inherent capabilities of all military forces that may periodically be applied to accomplish missions other than those for which the forces are principally organized, trained, and equipped. Collateral activities in which special operations forces, by virtue of inherent capabilities, may be tasked to participate include humanitarian assistance, security assistance, search and rescue, counternarcotics, antiterrorism and other security activities, and special activities. See FM 31-20.

collecting point (JP 1-02) — A point designated for the assembly of personnel casualties, stragglers, disabled materiel, salvage, etc, for further movement to collecting stations or rear installations. (Army and Marine Corps: collection point.)

collection emphasis message — A unit's collection strategy in a narrative message format. This message communicates the collection intent and "big picture" to higher, lower, and adjacent units; collectors; and others. See FM 34-2.

collection plan (JP 1-02, NATO) — A plan for collecting information from all available sources to meet intelligence requirements and for transforming those requirements into orders and requests to appropriate agencies. (See also combat intelligence, information requirements, reconnaissance (recon, recce), and reconnaissance and surveillance plan.) See FMs 34-1 and 101-5.

collection point — A point designated for the assembly of casualties, stragglers, not operationally ready equipment and materiel, salvage, prisoners, and so on for treatment, classification, sorting, repair, or further movement to collecting stations or rear facilities and installations. (See also aid station.) See FMs 7-10, 7-20, 7-30, 8-10-1, 8-10-6, 63-2, 63-2-1, 63-6, 63-20, 63-21, 71-100, and 71-123. **3-37, 3-38**

column formation (Army) — An arrangement of vehicles or dismounted troops in which each individual or vehicle in a specified unit follows directly behind the one in front. This type formation provides good security and permits maximum fire to the flanks, facilitates control, facilitates rapid deployment into any other formation, normally employs flank security, and may employ rear or forward security. It is used when speed is essential or for road marches, night movements, and when passing through defiles or dense woods. (See also box formation, diamond formation, echelon formation, formation, line formation, movement formation, vee formation, and wedge formation.) See FMs 7-7, 7-8, 7-10, 7-20, and 17-95.

combatant command (JP 1-02) — A unified or specified command with a broad continuing mission under a single commander established and so designated by the President, through the Secretary of Defense, and with the advice and assistance of the Chairman of the Joint Chiefs of Staff. Combatant commands typically have geographic or functional responsibilities. See FMs 100-5, 100-15, and JP 0-2.

combatant command (command authority) (COCOM) (JP 0-2, JP 1-02) — Nontransferable command authority established by title 10 ("Armed Forces"), United States Code, section 164, exercised only by commanders of unified or specified combatant commands unless otherwise directed by the President or the Secretary of Defense. Combatant command (command authority) cannot be delegated and is the authority of a combatant commander to perform those functions of command over assigned forces involving organizing and employing commands and forces, assigning tasks, designating objectives, and giving authoritative direction over all aspects of military operations, joint training, and logistics necessary to accomplish the

missions assigned to the command. Combatant command (command authority) should be exercised through the commanders of subordinate organizations. Normally this authority is exercised through subordinate joint force commanders and Service and/or functional component commanders. Combatant command (command authority) provides full authority to organize and employ commands and forces as the combatant commander considers necessary to accomplish assigned missions. Operational control is inherent in combatant command (command authority). (See also combatant command, operational control (OPCON), and tactical control (TACON).) See FMs 100-5, 100-15, and JP 0-2.

combat arms — Units and soldiers who close with and destroy enemy forces or provide firepower and destructive capabilities on the battlefield. The included branches and functions are: Air Defense Artillery, Armor/Cavalry, Aviation, Field Artillery, Infantry, Special Forces, and the Corps of Engineers.

4-10 to 4-18

combat assessment (JP 1-02) — The determination of the overall effectiveness of force employment during military operations. Combat assessment is composed of three major components: (a) battle damage assessment, (b) munitions effects assessment, and (c) reattack recommendation. The objective of combat assessment is to identify recommendations for the course of military operations. The J-3 is normally the single point of contact for combat assessment at the joint force level, assisted by the joint force J-2. (See also battle damage assessment (BDA), course of action (COA), and wargaming.) See FM 101-5.

combat configured load (CCL) (Army) — A planned package of ammunition or other supplies that are transported as a single load to support a type unit or weapon system. See FM 9-6.

combat control team (CCT) (Army) — A team of Air Force personnel organized, trained, and equipped to establish and operate navigational or terminal guidance aids, communications, and aircraft control facilities within the objective area of an airborne operation. (See also airborne and landing zone (LZ).) See FMs 7-20, 7-30, 71-100-2, and 90-26.

combat effectiveness — The ability of a unit to perform its mission. Factors such as ammunition, personnel, status of fuel, and weapon systems are assessed and rated. See FM 101-5.

combat functions — Functions that commanders integrate and coordinate to synchronize battle effects in time, space, and purpose. They are intelligence, maneuver, fire support, air defense, mobility and survivability, logistics, and battle command. See FM 100-5.

combat health support — All services performed, provided, or arranged to promote, improve, conserve, or restore the mental or physical well-being of personnel in the Army and, as directed, for other services, agencies, and organizations. See FM 8-10-1.

combat information (JP 1-02) — Unevaluated data, gathered by or provided directly to the tactical commander which, due to its highly perishable nature or the criticality of the situation, cannot be processed into tactical intelligence in time to satisfy the user's tactical intelligence requirements. (See also information requirements (IR).)

combat intelligence (JP 1-02) — That knowledge of the enemy, weather, and geographical features required by a commander in the planning and conduct of combat operations. (Army) — Information on the enemy's capabilities, intentions, vulnerabilities, and the environment. (See also collection plan, intelligence preparation of the battlefield (IPB), reconnaissance (recon, recce), and reconnaissance and surveillance plan.) See FMs 1-111, 5-100, 7-20, 7-30, 17-95, 31-20, 34-1, 34-2, 71-100, 71-123, 100-5, 100-15, 100-20, 100-25, and 101-5.

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combat load — Those quantities of all classes of supplies kept by a unit to sustain operation in combat for a prescribed number of days. Combat loads must be capable of being moved into combat in one lift using organic transportation. See FM 10-1.

combat loading (JP 1-02, NATO) — The arrangement of personnel and the stowage of equipment and supplies in a manner designed to conform to the anticipated tactical operation of the organization embarked. Each individual item is stowed so that it can be unloaded at the required time. (See also load plan.) See FMs 7-8, 55-12, and 71-10.

combat multiplier — Supporting and subsidiary means that significantly increase the relative combat strength (power) of a force while actual force ratios remain constant. Examples of combat multipliers are economizing in one area to mass in another, leadership, unit morale, surprise, deception, battlefield information, camouflage, electronic warfare, psychological operations, terrain reinforcement, smoke, and indirect fires. (See also combat power.) See FM 100-5.

combat observation and lasing team (COLT) — A fire support team controlled at the brigade level that is capable of target acquisition under reduced visibility conditions and has both laser-rangefinding and laser-designating capabilities. (See also call for fire.) See FMs 6-20-10, 7-30, and 17-95. **4-15**

combat outpost — A well-prepared fortified outpost used to engage enemy reconnaissance and main body forces. Combat outposts are normally employed in restrictive terrain where armored forces cannot adequately deploy or when the security force is less mobile than the enemy and can be employed during security operations such as a guard or cover. Combat outposts may accept encirclement or displace, based on commander's intent. (See also counterreconnaissance.) See FMs 7-30, 71-100, and 100-40. **4-9**
4-17

combat patrol (NATO) — For ground forces, a tactical unit sent out from the main body to engage in independent fighting; detachment assigned to protect the front, flank, or rear of the main body by fighting if necessary. Also called fighting patrol. (See also ambush, raid, and security operations.) See FMs 7-7, 7-8, 7-10, and 71-123.

combat power (JP 1-02, NATO) — The total means of destructive and/or disruptive force which a military unit/formation can apply against the opponent at a given time. (Army) — A combination of the effects of maneuver, firepower, protection, and leadership. (See also combat multiplier.) See FMs 1-111, 7-20, 7-30, 17-95, 71-100, and 71-123, and 100-5.

combat service support (CSS) (JP 1-02) — The essential capabilities, functions, activities, and tasks necessary to sustain all elements of operating forces in theater at all levels of war. Within the national and theater logistic systems, it includes but is not limited to that support rendered by service forces in ensuring the aspects of supply, maintenance, transportation, health services, and other services required by aviation and ground combat troops to permit those units to accomplish their missions in combat. Combat service support encompasses those activities at all levels of war that produce sustainment to all operating forces on the battlefield. (Army) — CSS also include those activities in stability and support operations that sustain all operating forces. The included branches and functions are: Adjutant General Corps, Acquisition Corps, Chaplain Corps, Finance Corps, Judge Advocate General Corps, Medical Corps, Ordnance Corps, Transportation Corps, and the Quartermaster Corps. See FMs 8-10, 10-1, 100-5, and 100-10. **4-23 to 4-29**

combat service support element (CSSE) (USMC) — The Marine air-ground task force (MAGTF) element that is task-organized to provide the full range of combat service support necessary to accomplish the MAGTF

mission. The CSSE can provide supply, maintenance, transportation, deliberate engineering, health, postal, disbursing, prisoner of war, information systems, exchange, utilities, legal, and graves registration services. The CSSE varies in size from a Marine expeditionary unit (MEU) service support group (MSSG) to a force service support group (FSSG). Normally, there is only one combat service support element in a MAGTF.

combat stress control (CSC) — A coordinated program for the prevention, triage, and treatment of each echelon of battle fatigue to maximize rapid return to duty and minimize misconduct stress reactions and post-traumatic stress disorders. This program is conducted by unit mental health personnel plus echelon above division combat stress control units. See FMs 8-51 and 22-51.

combat support (CS) — Units and soldiers that provide critical combat functions in conjunction with combat arms units and soldiers to secure victory. The included branches and functions are: Chemical Corps, civil affairs, psychological operations, Military Intelligence, Military Police Corps, and the Signal Corps.
4-19 to 4-23

combat support elements (JP 1-02) — Those elements whose primary missions are to provide combat support to the combat forces and which are a part, or prepared to become a part, of a theater, command, or task force formed for combat operations.

combatting terrorism (JP 1-02) — Actions, including antiterrorism (defensive measures taken to reduce vulnerability to terrorist acts) and counterterrorism (offensive measures taken to prevent, deter, and respond to terrorism), taken to oppose terrorism throughout the entire threat spectrum. (See also stability and support operations (SASO).) See FM 100-20.

combat trains — The portion of unit trains that provides the combat service support required for immediate response to the needs of forward tactical elements. At company level, medical recovery, supply, and maintenance elements normally constitute the combat trains. At battalion, the combat trains normally consist of ammunition and petroleum, oils, and lubricants (POL) vehicles, maintenance and recovery vehicles and crews, and the battalion aid station. (See also collection point, field trains, and unit trains.) See FMs 7-10, 7-20, 7-30, and 71-123.

combat trains command post (CTCP) — The CTCP consists of the Task Force S4 and representatives from the S1. It plans and coordinates sustainment for tactical operations and serves as the alternate for the main CP. (See also alternate command post, brigade support area, collection point, combat trains, field trains, and unit trains.) See FM 7-10, 7-20, and 71-123. **A-3**

combat zone (CZ) (JP 1-02) — **1.** That area required by combat forces for the conduct of operations. **2.** The territory forward of the Army rear area boundary. (NATO) — It is divided into: **a.** the forward combat zone, comprising the territory forward of the corps rear boundary; and **b.** the rear combat zone, usually comprising the territory between the corps rear boundary and the army group rear boundary. (See also communications zone (COMMZ).) See FMs 100-5 and 100-7.

combined arms — The synchronized or simultaneous application of several arms, such as infantry, armor, artillery, engineers, air defense, and aviation, to achieve an effect on the enemy that is greater than if each arm was used against the enemy in sequence. (See also combat multiplier and task force (TF).) See FMs 71-100, 71-123, and 100-5.

combined arms team — Two or more arms mutually supporting one another, usually consisting of infantry, armor, cavalry, aviation, field artillery, air defense artillery, and engineers. (See also combat multiplier, joint operations, and task force (TF).) See FMs 71-100, 71-123, and 100-5.

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combined operation — *See* combined warfare.

combined warfare (JP 1-02) — Warfare conducted by forces of two or more allied nations in coordinated action toward common objectives. (Army) — Currently referred to as multinational warfare. (See also coalition and multinational operations.) See FM 100-5.

command (JP 1-02) — **1.** The authority that a commander in the Military Service lawfully exercises over subordinates by virtue of rank or assignment. Command includes the authority and responsibility for effectively using available resources and for planning the employment of, organizing, directing, coordinating, and controlling military forces for the accomplishment of assigned missions. It also includes responsibility for health, welfare, morale, and discipline of assigned personnel. **2.** An order given by a commander; that is, the will of the commander expressed for the purpose of bringing about a particular action. **3.** A unit or units, an organization, or an area under the command of one individual. **4.** To dominate by a field of weapon fire or by observation from a superior position. (See also battle command and commander.) See FMs 22-100, 22-103, 100-5, and 101-5.

command and control (C²) (JP 1-02) — The exercise of authority and direction by a properly designated commander over assigned and attached forces in the accomplishment of the mission. Command and control functions are performed through an arrangement of personnel, equipment, communications, facilities, and procedures employed by a commander in planning, directing, coordinating, and controlling forces and operations in the accomplishment of the mission. (See also battle command, command, commander, and command post (CP).) See FMs 7-20, 7-30, 71-100, 71-123, 100-15, and 101-5.

command, control, communications, computers, and intelligence (C⁴I) — Integrated system of doctrine, procedures, organizational structures, facilities, communication computers, and supporting intelligence assets. It includes missile warning and cueing of defense systems by missile warning sensors and ground stations. C⁴I provides command authorities at all levels with timely and accurate data systems to plan, monitor, direct, control, and report operations. (Army) — The means for the commander to communicate his intent, command and control his forces, and disseminate pertinent information throughout his area of operations.

command and control warfare (C²W) (JP 1-02) — The integrated use of operations security (OPSEC), military deception, psychological operations (PSYOP), electronic warfare (EW), and physical destruction, mutually supported by intelligence, to deny information to, influence, degrade, or destroy adversary command and control capabilities, while protecting friendly command and control capabilities against such actions. Command and control warfare is an application of information warfare in military operations and is a subset of information warfare. Command and control warfare applies across the range of military operations and all levels of conflict. C²W is both offensive and defensive: **a. C²-attack.** Prevent effective C² of adversary forces by denying information to, influencing, degrading or destroying the adversary C² system. **b. C²-protect.** Maintain effective command and control of own forces by turning to friendly advantage or negating adversary efforts to deny information to, influence, degrade, or destroy the friendly C² system. (See also information warfare (IW).) See FMs 34-1, 71-100, 100-5, 100-15, and JP 3-13.1.

command element (CE) (JP 1-02) — The Marine air-ground task force (MAGTF) headquarters. The CE is a permanent organization composed of the commander, general or executive and special staff sections, headquarters section, and requisite communications and service support facilities. The CE provides command, control, and coordination essential for effective planning and execution of operations by the other three elements of the MAGTF. There is only one CE in a MAGTF.

commander — One who is in command because of rank, position, or other circumstances. (See also battle command and command.)

commander's critical information requirements (CCIR) — Information required by the commander that directly affects his decisions and dictates the successful execution of operational or tactical operations. CCIR normally result in the generation of three types of information requirements: priority intelligence requirements, essential elements of friendly information, and friendly force information requirements. (See also essential elements of friendly information (EEFI), friendly force information requirements (FFIR), and priority intelligence requirements (PIR).) See FMs 34-1, 71-100, 100-15, and 101-5.

commander's estimate of the situation (JP 1-02) — A logical process of reasoning by which a commander considers all the circumstances affecting the military situation and arrives at a decision as to a course of action to be taken to accomplish the mission. A commander's estimate which considers a military situation so far in the future as to require major assumptions is called a commander's long-range estimate of the situation. (Army) — The procedure whereby a commander decides how to best accomplish the assigned mission. It is a thorough consideration of the mission, enemy, terrain, troops, and time available (METT-T) and other relevant factors. The commander's estimate is based on personal knowledge of the situation and on staff estimates. (See also battle command, battlespace, and staff estimates.) See FM 101-5.

commander's intent (Army) — A clear, concise statement of what the force must do to succeed with respect to the enemy and the terrain and to the desired end state. It provides the link between the mission and the concept of operations by stating the key tasks that, along with the mission, are the basis for subordinates to exercise initiative when unanticipated opportunities arise or when the original concept of operations no longer applies. If the commander wishes to explain a broader purpose beyond that of the mission statement, he may do so. Intent is normally expressed in four or five sentences and is mandatory for all orders. The mission and the commander's intent must be understood two echelons down. See FM 101-5.

command group — A small party that accompanies the commander when he departs the command post to be present at a critical action. The party is organized and equipped to suit the commander and normally provides local security and other personal assistance for the commander as he requires. (See also command post (CP).) See FMs 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, and 101-5. **A-2**

command post (CP) (JP 1-02, NATO) — A unit's or subunit's headquarters where the commander and the staff perform their activities. In combat, a unit's or subunit's headquarters is often divided into echelons; the echelon in which the unit or subunit commander is located or from which such commander operates is called a command post. (Army) — The principal facility employed by the commander to control combat operations. (The commander is only present at the command post to receive information or briefings. He controls the battle from a forward position called the command group.) A CP consists of those coordinating and special staff activities and representatives from supporting Army elements and other services that may be necessary to carry out operations. Corps and division headquarters are particularly adaptable to organization by echelon into a tactical CP, a main CP, and a rear CP. (See also alternate command post, assault command post, base defense operations center (BDOC), combat trains command post (CTCP), command group, main command post, rear command post, tactical command post (TAC CP), and tactical operations center (TOC).) See FMs 1-111, 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, and 101-5. **A-3**

command post exercise (CPX) (JP 1-02, NATO) — An exercise in which the forces are simulated, involving the commander, his staff, and communications within and between headquarters. (See also exercise.) See FMs 100-5 and 101-5.

command relationship (Army) — The degree of control and responsibility a commander has for forces operating under his command. (See also administrative control, assign, attach, direct support (DS), general support (GS), operational control (OPCON), and tactical control (TACON)) See FMs 71-100, 100-5, and 100-15.

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committed force (Army) — A force in contact with an enemy or deployed on a specific mission or course of action which precludes its employment elsewhere. (See also attack, decisive engagement, and defend.) See FMs 7-7, 7-8 and 7-10.

common servicing (JP 1-02) — That function performed by one Military Service in support of another Military Service for which reimbursement is not required from the Service receiving support. (See also command relationship and support.) See FM 10-1.

common understanding of the battlefield (Army) — The commander and staff's perception of the battlefield environment. It includes the sum of all that is known or perceived of friendly or threat forces and the effects of the battlefield environment.

common use (JP 1-02) — Services, materials, or facilities provided by a Department of Defense agency or a Military Department on a common basis for two or more DOD agencies. See FM 10-1.

communication deception (JP 1-02) — Use of devices, operations, and techniques with the intent of confusing or misleading the user of a communications link or a navigation system. (See also command and control warfare (C²W), deception operation, electronic warfare (EW), imitative electromagnetic deception (IED), and information warfare (IW).) See FMs 34-1, 34-10, and 90-2.

communications checkpoint (CCP) (Army) — An air control point that requires serial leaders to report either to the aviation mission commander or the terminal control facility. (See also air control point (ACP), air corridor, and Army airspace command and control (A²C²).) See FMs 1-111, 1-112, 1-116, 71-100-3, and 90-4. **3-5**

communications intelligence (COMINT) (JP 1-02) — Technical and intelligence information derived from foreign communications by other than the intended recipients. (See also combat intelligence.) See FMs 34-1 and 34-10.

communications jamming — Electronic measures taken to deny the enemy the use of communications means. (See also barrage jamming, command and control warfare (C²W), electronic warfare (EW), and jamming.) See FMs 34-1 and 34-10.

communications security (COMSEC) (JP 1-02) — The protection resulting from all measures designed to deny unauthorized persons information of value which might be derived from the possession and study of telecommunications, or to mislead unauthorized persons in their interpretation of the results of such possession and study. COMSEC includes cryptosecurity, transmission security, emission security, and physical security of COMSEC materials and information. See FMs 24-1, 34-1, and 34-10.

communications zone (COMMZ) (JP 1-02, NATO) — Rear part of theater of operations (behind but contiguous to the combat zone) which contains the lines of communications, establishments for supply and evacuation, and other agencies required for the immediate support and maintenance of the field forces. (See also combat zone (CZ) and rear area.) See FM 100-7.

company team (Army) — A combined arms team formed by attaching one or more nonorganic tank, mechanized infantry, or light infantry platoons to a tank, mechanized infantry, or light infantry company either in exchange for or in addition to organic platoons. (See also combined arms team.) See FM 7-10.

compartment — Areas bounded on at least two sides by terrain features affected by drainage and relief, such as woods, ridges, or ravines, that limit observation or observed fire into the area from points outside the area and effect avenues of approach. (See also cross-corridor.) See FMs 7-7, 7-8, 7-10, and 34-130.

compartmentation (Army) — In unconventional warfare, the division of an organization or activity into functional segments or cells to restrict communication between them and prevent knowledge of the identity or activities of other segments except on a need-to-know basis. Restricting the use of specific cryptovariables to specific users for the purpose of limiting access to the information protected by these cryptovariables and limiting the adverse impact of a compromise of these variables.

complete round (JP 1-02) — A term applied to an assemblage of explosive and nonexplosive components designed to perform a specific function at the time and under the conditions desired. Examples of complete rounds of ammunition are: **a.** separate loading, consisting of a primer, propelling charge, and, except for blank ammunition, a projectile and a fuze. **b.** fixed or semifixed, consisting of a primer, propelling charge, cartridge case, a projectile, and, except when solid projectiles are used, a fuze. **c.** bomb, consisting of all component parts required to drop and function the bomb once. **d.** missile, consisting of a complete warhead section and a missile body with its associated components and propellants. **e.** rocket, consisting of all components necessary to function. See FM 6-20 series.

computed air release point (CARP) (JP 1-02, NATO) — A computed air position where the first paratroop or cargo item is released to land on a specified impact point. See FMs 71-100-3 and 90-26.

concealment (JP 1-02, NATO) — The protection from observation or surveillance. (See also camouflage and cover.) See FMs 7-7, 7-8, 7-10, and 34-130.

concentrated fire — A limited area on which a volume of gunfire is placed within a limited time.

concept of operations — **1.** (JP 1-02) A verbal or graphic statement, in broad outline, of a commander's assumptions or intent in regard to an operation or series of operations. The concept of operations frequently is embodied in campaign plans and operation plans; in the latter case, particularly when the plans cover a series of connected operations to be carried out simultaneously or in succession. The concept is designed to give an overall picture of the operation. It is included primarily for additional clarity of purpose. **2.** (NATO) A clear and concise statement of the line of action chosen by a commander in order to accomplish his mission. (Army) — Describes how the commander sees the actions of each of his units fitting together to accomplish the mission. As a minimum, the description includes the scheme of maneuver and concept of fires. See FM 100-5.

concept plan (CONPLAN) (JP 1-02) — An operation plan in concept format. (See also operation plan (OPLAN).) See FMs 71-100, 100-5, 100-15, and 101-5.

confirmation brief — A briefing subordinate leaders give to the higher commander immediately after the operation order is given. It is their understanding of his intent, their specific tasks, and the relationship between their mission and the other units in the operation. (See also backbrief.) See FM 101-5.

conflict (Army) — A political-military situation between peace and war, distinguished from peace by the introduction of organized political violence and from war by its reliance on political methods. It shares many of the goals and characteristics of war, including the destruction of governments and the control of territory. See FM 100-20.

conflict termination (Army) — The point a conflict ends and postconflict activities begin. The enemy should be both unable and unwilling to resist. Strategic, operational, and political goals established at the beginning of the conflict should either be secured, or their securement be the immediate result of the end of the conflict. See FM 100-5.

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connectivity — The exchange of information by electronic means.

consolidation of position (JP 1-02, NATO) — Organizing and strengthening of a newly captured position so that it can be used against the enemy. (Army) — Also called consolidation phase. (See also assault, attack, and objective.) See FMs 5-102, 7-7, 7-8, 7-10, 7-20, 7-30, and 71-123.

constraint (Army) — Restrictions placed on the command by a higher command to dictate an action or inaction, thus restricting the freedom of action the subordinate commander has for planning a mission by stating things that must or must not be done. See FMs 71-100, 100-15, and 101-5.

consumption rate (JP 1-02, NATO) — The average quantity of an item consumed or expended during a given time interval, expressed in quantities by the most appropriate unit of measurement per applicable stated basis. See FMs 10-1, 63-20, 63-21, and 100-10.

contact (JP 1-02) — **1.** In air intercept, a term meaning, "Unit has an unevaluated target." **2.** In health services, an unevaluated individual who is known to have been sufficiently near an infected individual to have been exposed to the transfer of infectious material. (Army) — **1.** Friendly, when two or more friendly forces make visual, physical, or communications interaction. **2.** Enemy, when a friendly force engages an enemy force physically in hand-to-hand fighting or at the maximum range of weapons and visual or electronic devices. (See also close operations.)

contact point (JP 1-02, NATO) — **1.** In land warfare, a point on the terrain, easily identifiable, where two or more units are required to make contact. **2.** In air operations, the position at which a mission leader makes radio contact with an air control agency. (See also checkpoint (CP), control point, and coordinating point.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 19-1, and 71-123. **3-25**

contain (JP 1-02, NATO) — To stop, hold, or surround the forces of the enemy or to cause the enemy to center activity on a given front and to prevent his withdrawing any part of his forces for use elsewhere. (Army) — A tactical task to restrict enemy movement. (See also block, fix, suppression.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 71-100, 71-123, and 100-15. **C-8**

container delivery system (CDS) — A system for aerial delivery of supplies and small items of equipment from low or high altitudes into a small area. (See also bulk cargo.) See FM 55-12.

contamination (JP 1-02) — **1.** The deposit, absorption, or adsorption of radioactive material, or of biological or chemical agents on or by structures, areas, personnel, or objects. **2.** Food and/or water made unfit for consumption by humans or animals because of the presence of environmental chemicals, radioactive elements, bacteria or organisms, the byproduct of the growth of bacteria or organisms, the decomposing material (to include the food substance itself), or waste in the food or water. (See also decontamination.) See FMs 3-3, 3-4, 3-5, 3-7, 8-10-7, and 21-10.

contingency (JP 1-02) — An emergency involving military forces caused by natural disasters, terrorists, subversives, or by required military operations. Due to the uncertainty of the situation, contingencies require plans, rapid response, and special procedures to ensure the safety and readiness of personnel, installations, and equipment. (See also branch, concept plan (CONPLAN), operation order (OPORD), operation plan (OPLAN), and sequel.) See FMs 19-15, 71-100, 100-5, 100-15, 100-20, and 101-5.

contingency plan (Army) — A plan used in accomplishing different missions and anticipated major events before, during, and after operations.

contour flight — Flight characterized by constant airspeed and varying altitude as dictated by vegetation, obstacles, and ambient light. (See terrain flight.) See FMs 1-111, 1-112, and 1-116.

control (JP 1-02) — **1.** Authority which may be less than full command exercised by a commander over part of the activities of subordinate or other organizations. **2.** In mapping, charting, and photogrammetry, a collective term for a system of marks or objects on the Earth or on a map or a photograph, whose positions or elevations, or both, have been or will be determined. **3.** Physical or psychological pressures exerted with the intent to assure that an agent or group will respond as directed. **4.** An indicator governing the distribution and use of documents, information, or material. Such indicators are the subject of intelligence community agreement and are specifically defined in appropriate regulations. (Army) — To maintain physical influence by occupation or range of weapon systems over the activities or access in a defined area. Actions taken to eliminate hazards or reduce their risk (third step in risk management process). (See also administrative control, command relationship, operational control (OPCON), and tactical control (TACON).) See FMs 22-100, 22-103, 71-100, 100-5, 100-15, and 101-5.

controlled airspace (JP 1-02, NATO) — An airspace of defined dimensions within which air traffic control service is provided to controlled flights. (Army) — Airspace in which another unit is conducting operations and which requires permission from controlling unit to enter. (See also airspace coordination area (ACA), area of operations (AO), Army airspace command and control (A²C²), and restricted operations zone (ROZ).) See FM 100-103.

controlled exchange (Army) — The removal of serviceable parts, components, or assemblies from unserviceable, economically repairable equipment and their immediate reuse in restoring a like item of equipment to a combat operable or serviceable condition. (See also cannibalize.) See FMs 10-1, 63-2-1, 63-20, 63-21, and 100-10.

controlled supply rate (CSR) (Army) — The rate of ammunition consumption that can be supported, considering availability, facilities, and transportation. It is expressed in rounds per unit, individual, or vehicle per day. The Army service component commander announces the CSR for each item of ammunition, and, in turn, the commander of each subordinate tactical unit announces a CSR to his commanders at the next lower levels. A unit may not draw ammunition in excess of its CSR without authority from its next higher headquarters. (See also required supply rate (RSR).) See FMs 10-1, 63-20, 63-21, 71-100, 100-10, 100-15, and 701-58.

control measures — Directives given graphically or orally by a commander to subordinate commands to assign responsibilities, coordinate fires and maneuver, and control combat operations. Each control measure can be portrayed graphically. In general, all control measures should be easily identifiable on the ground. Examples of control measures include boundaries, objectives, coordinating points, contact point, and direction of attack. See FMs 5-100, 6-20, 7-90, 71-100, 100-5, 100-15, 100-103-1, 100-103-2, and 101-5.

control point (JP 1-02, NATO) — **1.** A position along a route of march at which men are stationed to give information and instructions for the regulation of supply or traffic. **2.** A position marked by a buoy, boat, aircraft, electronic device, conspicuous terrain feature, or other identifiable object which is given a name or number and used as an aid to navigation or control of ships, boats, or aircraft. **3.** In making mosaics, a point located by ground survey with which a corresponding point on a photograph is matched as a check. See FMs 5-36, 5-100, 7-92, 21-18, 71-100, and 100-15.

controls — Actions taken to eliminate hazards or reduce their risk.

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converged sheaf (JP 1-02) — The lateral distribution of fire of two or more pieces so that the planes of fire intersect at a given point. (See also final protective fire (FPF) and sheaf.) See FM 6-20 series and 7-90.

convoy (JP 1-02, NATO) — **1.** A number of merchant ships or naval auxiliaries, or both, usually escorted by warships and/or aircraft, or a single merchant ship or naval auxiliary under surface escort, assembled and organized for the purpose of passage together. **2.** A group of vehicles organized for the purpose of control and orderly movement with or without escort protection. (Army) — A group of vehicles that moves over the same route at the same time and under one commander. (See also march column.) See FMs 55-2, 55-10, and 55-30. **3-37**

coordinated fire line (CFL) (NATO: no-fire line) — A line beyond which conventional surface fire support means (mortars, field artillery, naval gunfire ships) may fire at any time within the zone of the establishing headquarters without additional coordination. It is usually established by brigade or division but may be established by a maneuver battalion. See FMs 6-series and 7-90. **3-21**

coordinating altitude (JP 1-02) — A procedural airspace control method to separate fixed- and rotary-wing aircraft by determining an altitude below which fixed-wing aircraft will normally not fly and above which rotary-wing aircraft normally will not fly. The coordinating altitude is normally specified in the airspace control plan and may include a buffer zone for small altitude deviations. (See also above ground level (AGL) and controlled airspace.) See FMs 1-111, 1-112, 1-116, 6-20, 100-103-1, and 100-103-2.

coordinating point (JP 1-02, NATO) — Designated point at which, in all types of combat, adjacent units/formations must make contact for purposes of control and coordination. (Army) — A control measure that indicates a specific location for the coordination of fires and maneuver between adjacent units. They usually are indicated whenever a boundary crosses the forward edge of the battle area (FEBA) and may be indicated when a boundary crosses phase lines (PLs) used to control security forces. (In NATO, physical contact between adjacent units is required.) (See also contact point.) See FMs 6-20, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, 100-103, and 101-5. **3-25**

coordination (Army) — Exchange of information to inform and integrate, synchronize, and deconflict operations. Coordination is not necessarily a process of gaining approval but is most often used for mutual exchange of information.

corduroy road — A road made or reinforced by laying logs or planks perpendicular to the direction of travel. It is usually used when a road is muddy, snow packed, or in a swamp.

counter air (JP 1-02) — A US Air Force term for air operations conducted to attain and maintain a desired degree of air superiority by the destruction or neutralization of enemy forces. Both air offensive and air defensive actions are involved. The former range throughout enemy territory and are generally conducted at the initiative of the friendly forces. The latter are conducted near or over friendly territory and are generally reactive to the initiative of the enemy air forces. (See also defensive counterair (DCA) and offensive counterair (OCA).) See FMs 1-111, 1-112, 1-116, 44-100, 71-100, 90-4, 100-5, 100-15, and 100-103.

counterattack (JP 1-02, NATO) — Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of his purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives. (Army) — An attack with a reserve or lightly committed forward element that is launched after the enemy begins its attack, after the commander has identified the enemy's effort, or when a resolute defense creates

an assailable flank. (See also attack and defend.) See FMs 1-112, 7-8, 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15. **C-9**

counterdrug (CD) (JP 1-02) — Those active measures taken to detect, monitor, and counter the production, trafficking, and use of illegal drugs. See FMs 100-19 and 100-20.

counterfire (JP1-02, NATO) — Fire intended to destroy or neutralize enemy weapons. (DOD) Includes counterbattery, counterbombardment, and countermortar fire. (Army) — Fires targeted throughout the battlefield that are intended to attack the total enemy fire support system. (Fires include mortars; helicopter forward operating bases; vector target designation points; fire support commands and control; artillery, rocket, and missile systems; and support and sustainment installations.) Two types of counterfire are proactive and reactive fires. (See also fire mission.) See FMs 6-20 series and 7-90.

counterinsurgency (JP 1-02) — Those military, paramilitary, political, economic, psychological, and civic actions taken by a government to defeat insurgency. (See also stability and support operations.) See FMs 31-20 and 100-20.

counterintelligence (CI) (JP 1-02) — Information gathered and activities conducted to protect against espionage, other intelligence activities, sabotage, or assassinations conducted by or on behalf of foreign governments or elements thereof, foreign organizations, or foreign persons, or international terrorist activities. (See also combat intelligence, operations security (OPSEC), and sabotage.) See FM 34-1.

countermeasures(Army) — Actions taken to counter danger, threat, or hazards. (See also risk management.)

countermine (JP 1-02, NATO) — To explode the main charge in a mine by the shock of a nearby explosion of another mine or independent explosive charge. The explosion of the main charge may be caused either by sympathetic detonation or through the explosive train and/or firing mechanism of the mine. (Army) — The actions taken to detect, bypass, breach, mark, report, record, and eliminate enemy mines or minefield. (See also breach.) See FMs 5-101, 5-250, and 90-13-1.

countermobility operations — The construction of obstacles and emplacement of minefields to delay, disrupt, and destroy the enemy by reinforcement of the terrain. The primary purpose of countermobility operations is to slow or divert the enemy, to increase time for target acquisition, and to increase weapon effectiveness. See FMs 3-50, 3-100, 5-102, and 5-250.

counterpreparation fire (JP 1-02, NATO) — Intensive prearranged fire delivered when the imminence of the enemy attack is discovered. (DOD) It is designed to break up enemy formations; disorganize the enemy's systems of command, communications, and observation; decrease the effectiveness of artillery preparation; and impair the enemy's offensive spirit. (See also fire.) See FMs 6-20 series and 7-90.

counterproliferation — Military measures centering on deterring or discouraging, as well as defending against, the possible use of weapons of mass destruction.

counterreconnaissance (JP 1-02) — All measures taken to prevent hostile observation of a force, area, or place. See FMs 1-111, 6-20, 7-10, 7-20, 7-30, 17-95, 34-2, 34-130, 71-100, 71-123, 100-15, 100-40, and 101-5.

counterterrorism (CT) (JP 1-02) — Offensive measures taken to prevent, deter, and respond to terrorism. See FMs 19-1, 34-1, and 100-20.

country team (JP 1-02) — The senior in-country United States coordinating and supervising body, headed by the chief of the United States diplomatic mission, and composed of the senior member of each represented

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United States department or agency, as desired by the chief of the US diplomatic mission. See FMs 31-20-3, 100-20, and JP 3-07.4.

coup de main (JP 1-02) — An offensive operation that capitalizes on surprise and simultaneous execution of supporting operations to achieve success in one swift stroke. (Army) — Achieving the strategic objective in a single major operation. See FMs 71-100, 100-5, and 100-15.

course of action (COA) (JP 1-02) — **1.** A plan that would accomplish, or is related to, the accomplishment of a mission. **2.** The scheme adopted to accomplish a task or mission. It is a product of the Joint Operation Planning and Execution System concept development phase. The supported commander will include a recommended course of action in the commander's estimate. The recommended course of action will include the concept of operations, evaluation of supportability estimates of supporting organizations, and an integrated time-phased data base of combat, combat support, and combat service support forces and sustainment. Refinement of this data base will be contingent on the time available for course of action development. When approved, the course of action becomes the basis for the development of an operation plan or operation order. (Army) — **1.** Any sequence of acts that an individual or a unit may follow. **2.** A possible plan open to an individual or a commander that would accomplish or is related to accomplishment of the mission. **3.** A feasible way to accomplish a task or mission that follows the guidance given, will not result in undue damage or risk to the command, and is noticeably different from other actions being considered. See FMs 8-55, 71-100, 100-5, 100-15, and 101-5.

cover (JP1-02, NATO) — **1.** The action by land, air, or sea forces to protect by offense, defense, or threat of either or both. **2.** Those measures necessary to give protection to a person, plan, operation, formation, or installation from the enemy intelligence effort and leakage of information. **3.** The act of maintaining a continuous receiver watch with transmitter calibrated and available, but not necessarily available for immediate use. **4.** Shelter or protection (either natural or artificial). (DOD) **5.** Photographs or other recorded images which show a particular area of ground. (Army) — **1.** Shelter or protection from enemy observation that reduces the effects of enemy direct and indirect fire. **2.** A type of security operation that protects the force from surprise, develops the situation, and gives commanders time and space in which to respond to the enemy's actions. (See covering force.) See FMs 7-7, 7-8, 7-10, 17-95, 34-1, 34-130, 71-100, 71-123, 100-5, and 100-15. **C-II**

covered approach — **1.** Any route that offers protection against enemy fire. **2.** An approach made under the protection furnished by other forces or by natural cover. (See also concealment and cover.) See FMs 7-7, 7-8, and 7-10.

covering fire (JP 1-02, NATO) — **1.** Fire used to protect troops when they are within range of enemy small arms. **2.** In amphibious usage, fire delivered prior to the landing to cover preparatory operations such as underwater demolition or minesweeping. (See also fire.) See FMs 6-20 and 6-30.

covering force (JP 1-02, NATO) — **1.** A force operating apart from the main force for the purpose of intercepting, engaging, delaying, disorganizing, and deceiving the enemy before he can attack the force covered. **2.** Any body or detachment of troops which provides security for a larger force by observation, reconnaissance, attack, or defense, or by any combination of these methods. (See also cover and security operations.) See FMs 1-116, 6-20, 17-95, 71-100, 100-5, and 100-15.

covering force area (CFA) (JP 1-02, NATO) — The area forward of the forward edge of the battle area out to the forward positions initially assigned to the covering forces. It is here that the covering forces execute assigned tasks. See FMs 1-116, 6-20, 17-95, 71-100, 90-13, 100-5, and 100-15.

covert breach (Army) — A breach tactic used when the force must reduce lanes through enemy tactical or protective obstacles undetected. In the covert breach, suppression from the support force is a be-prepared task upon detection of the breach force or an on-order task once the breach is completed and the assault is initiated. Normally, this type of breach is used when mission success depends on achieving surprise at the expense of speed or mass. See FMs 5-71-100 and 90-13-1.

covert operation (JP 1-02) — An operation that is so planned and executed as to conceal the identity of or permit plausible denial by the sponsor. A covert operation differs from a clandestine operation in that emphasis is placed on concealment of identity of sponsor rather than on concealment of the operation.

cratering charge (JP 1-02, NATO) — A charge placed at an adequate depth to produce a crater. (Army) — A demolition charge used to create a type of point obstacle usually used to close a lane or block a road. (See also point obstacle and state of readiness.) See FMs 5-34, 5-71-100, and 5-102. **3-31**

crisis action planning (CAP) (JP 1-02) — **1.** The Joint Operation Planning and Execution System process involving the time-sensitive development of joint operation plans and orders in response to an imminent crisis. Crisis action planning follows prescribed crisis action procedures to formulate and implement an effective response within the time frame permitted by the crisis. **2.** The time-sensitive planning for the deployment, employment, and sustainment of assigned and allocated forces and resources that occurs in response to a situation that may result in actual military operations. Crisis action planners base their plan on the circumstances that exist at the time planning occurs. (See also deliberate planning.) See FMs 71-100, 100-5, 100-15, 101-5, and JP 5-0.

critical point (JP 1-02) — **1.** A key geographical point or position important to the success of an operation. **2.** In a point in time, a crisis or a turning point in an operation. **3.** A selected point along a line of march used for reference in giving instructions. **4.** A point where there is a change of direction or change in slope in a ridge or stream. **5.** Any point along a route of march where interference with a troop movement may occur. (Army) — Roadways, structures, and man-made or terrain features that limit the ability to maneuver. See FM 101-5.

cross-attachment — The exchange of subordinate units between units for a temporary period. Example: A tank battalion detaches a tank company that is subsequently attached to a mechanized infantry battalion, and the mechanized infantry battalion detaches a mechanized company that is then attached to the tank battalion. See FM 7-7.

cross-corridor — A terrain compartment, its long axis generally perpendicular to the direction of movement of a force. (See also compartment.) See FM 34-130.

cross-country movement — The movement of forces (usually tactical) across terrain without using roads and bridges. See FMs 7-7, 7-8 and 7-10.

crossing area (JP 1-02, NATO) — A number of adjacent crossing sites under the control of one commander. (Army) — A controlled access area for a river crossing operation used to decrease traffic congestion at the river. It is normally a brigade-sized area defined by lateral boundaries and release lines 3 to 4 kilometers (based on METT-T) from each side of the river. (See also crossing site and river crossing.) See FM 90-13.

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crossing area commander — The officer responsible for the control of all crossing units, assault units, and support forces while they are in the crossing area. See FMs 7-30, 71-100, 71-123, 71-100, 90-13, and 100-15.

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crossing force (Army) — Normally a division size unit that has responsibility to establish the bridgehead. This is accomplished in four phases; the advance to the river, the assault across the river, the advance from the exit bank, and the securing of the bridgehead line. (See also bridgehead line, crossing area, and crossing site.) See FM 90-13.

crossing force commander (Army) — The individual designated to control the lead brigades during the assault across the river to secure the bridgehead line. (See also bridgehead.) See FMs 7-30, 71-100, 71-123, 90-13, and 100-15.

crossing site — The location along a water obstacle where the crossing can be made using amphibious vehicles, assault boats, rafts, bridges, or fording vehicles. See FMs 7-30, 71-100, 71-123, 90-13, and 100-15.

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crossing site commander — The individual, normally an engineer company commander or a platoon leader, responsible for the crossing means and crossing site, and for crossing the units sent to the crossing site. He commands the engineers operating the crossing means and the engineer regulating points (ERPs) at the call forward areas and staging areas for that site. (See also bridgehead.) See FMs 7-30, 71-100, 71-123, 90-13, and 100-15.

cross-loading (personnel) (JP 1-02) — A system of loading troops so that they may be disembarked or dropped at two or more landing or drop zones, thereby achieving unit integrity upon delivery. See FMs 1-103, 55-2, 55-10, 55-12, and 100-17.

cruise missile (JP 1-02) — Guided missile, the major portion of whose flight path to its target is conducted at approximately constant velocity; it depends on the dynamic reaction of air for lift and upon propulsion forces to balance drag.

culminating point — The point in time and space when the attacker can no longer accomplish his purpose, or when the defender no longer has the ability to accomplish his purpose. This can be due to factors such as combat power remaining, logistic support, weather, morale, and fatigue. See FM 101-5.

cultural resource — Monuments, nationally identifiable or distinctive buildings and structures, archives and libraries, ancient artifacts and structures, archaeologically important sites, historically important sites or structures, mosques, cathedrals, temples, other churches or sacred structures, sacred sites or areas, museums, and works of art.

D

daily intelligence summary (DISUM) (JP 1-02) — A report prepared in message form at the joint force headquarters that provides higher, lateral, and subordinate headquarters with a summary of all significant intelligence produced during the previous 24-hour period. The "as of" time for information, content, and submission time for the report will be as specified by the joint force commander. See FM 34-2.

damage assessment (JP 1-02, NATO) — **1.** The determination of the effect of attacks on targets. (DOD)
2. A determination of the effect of a compromise of classified information on national security. (See battle damage assessment (BDA).) See FM 34-1.

damage estimation (Army) — Analysis of data to estimate the damage that a specific weapon will cause to a target. (See also battlefield coordination element (BCE).) See FM 6-20 series.

danger area (JP 1-02) — **1.** A specified area above, below, or within which there may be potential danger. (DOD, NATO) **2.** In air traffic control, an airspace of defined dimensions within which activities dangerous to the flight of aircraft may exist at specified times. (Army) — Area in the vicinity of weapons or aircraft which can cause serious injury or death if occupied or passed through by individual soldiers or other equipment, such as the backblast area behind a TOW or Dragon. (See also restricted operations zone (ROZ).) See FMs 7-7 and 7-20.

danger close (JP 1-02, NATO) — In artillery and naval gunfire support, information in a call for fire to indicate that friendly forces are within 600 meters of the target. (Army) — For mortars, it indicates that friendly forces are within 400 meters of the target. (See also adjust fire and final protective fires (FPF).) See FMs 6-20 series, 7-20, 7-90, and 71-123.

datum (JP 1-02, NATO) — Any numerical or geometrical quantity or set of such quantities which may serve as reference or base for other quantities. Where the concept is geometric, the plural form is "datums" in contrast to the normal plural "data."

datum (geodetic) (JP 1-02) — A reference surface consisting of five quantities: the latitude and longitude of an initial point, the azimuth of a line from that point, and the parameters of the reference ellipsoid. (Army) — The mathematical model of the earth used to calculate the coordinates on any map. Different nations use different datums for printing coordinates on their maps. The datum is usually referenced in the marginal information of each map. See FM 101-5.

day of supply (DOS) (JP 1-02) — *See* one day's supply. (Army) — Normally used to express the amount of supplies pre-positioned in an area of operations or in a storage area. (See also controlled supply rate (CSR).) See FMs 7-20, 63-20, 71-100, 71-123, 100-10, and 100-15.

dazzle (JP 1-02) — Temporary loss of vision or a temporary reduction in visual acuity. (Army) — May also be applied to effects on optics. (See also directed-energy warfare (DEW).) See FM 71-123.

D-day (JP 1-02) — The unnamed day on which a particular operation commences or is to commence. (Army) — The execution date of an operation. The use of D-day allows for planning and sequencing of events when a specific calendar date cannot be established. References to days preceding or following D-day use a plus or minus sign and an Arabic numeral following the letter "D." Example: D-3 is 3 days prior to D-day; D+7 is 7 days after D-day. (See also C-day.) See FMs 71-100, 100-15, and 101-5.

deadline (JP 1-02) — To remove a vehicle or piece of equipment from operation or use for one of the following reasons: **a.** is inoperative due to damage, malfunctioning, or necessary repairs. The term does not include items temporarily removed from use by reason of routine maintenance, and repairs that do not affect the combat capability of the item; **b.** is unsafe; and **c.** would be damaged by further use. (Army) — An item in such condition is placed on the deadline or not operationally ready list provided to the commander daily. (See also full mission capable (FMC)).

dead space (JP 1-02, NATO) — **1.** An area within the maximum range of a weapon, radar, or observer which cannot be covered by fire or observation from a particular position because of intervening obstacles, the nature of the ground, or the characteristics of the trajectory, or the limitations of the pointing capabilities of the weapons. **2.** An area or zone which is within range of a radio transmitter, but in which a signal is not received. **3.** The volume of space above and around a gun or guided missile system into which it cannot fire because of mechanical or electronic limitations. See FMs 7-7, 7-20, 17-12, and 23-1.

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debarkation (JP 1-02) — The unloading of troops, equipment, or supplies from a ship or aircraft. (See also embarkation.) See FM 55-12.

debriefing (Army) — The questioning of individuals who are sources of information in a strategic or operational environment to obtain information in response to command- and nation-level intelligence needs. See FM 34-52.

deception (JP 1-02, NATO) — Those measures designed to mislead the enemy by manipulation, distortion, or falsification of evidence to induce him to react in a manner prejudicial to his interests. (Army) — The goal is to make an enemy more vulnerable to the effects of weapons, maneuver, and operations of friendly forces. (See also deception operation, demonstration, and imitative electromagnetic deception (IED).) See FMs 34-1 and 90-2. **3-7**

deception means (JP 1-02) — Methods, resources, and techniques that can be used to convey information to the deception target. **3-7** There are three categories of deception means: **a. physical means** — Activities and resources used to convey or deny selected information to a foreign power. (Examples: military operations, including exercises, reconnaissance, training activities, and movement of forces; the use of dummy equipment and devices; tactics; bases, logistic actions, stockpiles, and repair activity; and test and evaluation activities.) **b. technical means** — Military material resources and their associated operating techniques used to convey or deny selected information to a foreign power through the deliberate radiation, reradiation, alteration, absorption, or reflection of energy; the emission or suppression of chemical or biological odors; and the emission or suppression of nuclear particles. **c. administrative means** — Resources, methods, and techniques to convey or deny oral, pictorial, documentary, or other physical evidence to a foreign power. See JP 3-58.

deception operation — A military operation conducted to mislead the enemy. (See also attack, demonstration, display, feint, imitative electromagnetic deception (IED), and ruse.) See FM 90-2. **3-7**

decision point (DP) (Army) — An event, an area, a line, or a point on the battlefield where tactical decisions are required resulting from the war-gaming process before the operation order. Decision points do not dictate commander's decisions, they only indicate that a decision is required, and they indicate when and where the decision should be made to have the maximum effect on friendly or enemy courses of action. (See also decision support matrix (DSM), decision support template (DST), and war gaming.) See FM 101-5. **3-25**

decision support matrix (DSM) — An aid used by the commander and staff to make battlefield decisions. It is a staff product of the war-gaming process which lists the decision point, location of the decision point, the criteria to be evaluated at the point of the decision, the action or options to occur at the decision point, and the unit or element that is to act and has responsibility to observe and report the information affecting the criteria for the decision. (See also branch, decision point (DP), decision support template (DST), sequel, and war gaming.) See FM 101-5.

decision support template (DST) — A staff product initially used in the war-gaming process which graphically represents the decision points and projected situations and indicates when, where, and under what conditions a decision is most likely to be required to initiate a specific activity (such as a branch or sequel) or event (such as lifting or shifting of fires.) (See also decision point (DP), decision support matrix (DSM), intelligence preparation of the battlefield (IPB), and war gaming.) See FMs 34-130 and 101-5.

decisive engagement (JP 1-02) — In land and naval warfare, an engagement in which a unit is considered fully committed and cannot maneuver or extricate itself. In the absence of outside assistance, the action must be

fought to a conclusion and either won or lost with the forces at hand. (Army) — In some situations, this is a desired result in order to hold key terrain, defeat a specific enemy force, or secure a specific objective. In this situation, the unit can receive additional forces or support to be able to disengage.

decisive point (Army) — **1.** A point, if retained, that provides a commander with a marked advantage over his opponent. Decisive points are usually geographic in nature but could include other physical elements, such as enemy formations, command posts, and communications nodes. **2.** A time or location where enemy weakness is positioned that allows overwhelming combat power to be generated against it. It could be an enemy weakness to be exploited or a time when the combat potential of the enemy force is degraded. **3.** Conveys to subordinates a potential point of decision that the commander has identified through his estimate process to apply overwhelming combat power. (See also combat power, decision point (DP), and synchronization.) See FM 100-5.

decisive terrain — Key terrain that has an extraordinary impact on the mission. Decisive terrain is relatively rare and will not be present in every situation. To designate terrain as decisive is to recognize that the successful accomplishment of the mission, whether offensive or defensive, depends on seizing or retaining it. The commander designates decisive terrain to communicate its importance in his concept of operations, first to his staff and, later, to subordinate commanders. (See also key terrain.) See FMs 34-130 and 101-5.

declination (JP 1-02, NATO) — The angular distance to a body on the celestial sphere measured north or south through 90 degrees from the celestial equator along the hour circle of the body. Comparable to latitude on the terrestrial sphere. (Army) — In navigation, at a given place and time, the angle between the grid north meridian and the true north meridian and or magnetic north meridian measured in degrees or mils east or west. These change in relationship to the magnetic north meridian annually based on the drift of the magnetic pole. See FMs 21-26 and 1-111.

deconflict — To reconcile or resolve a conflict in responsibility, area of operations, airspace, or interests in order to accomplish smooth operations without undesired redundancy or threat of fratricide. (See also air mission brief (AMB), airspace control area (ACA), area of operations (AO), battlefield coordination element (BCE), and boundary.) See FMs 1-111, 71-100, 100-15, 100-103, and 101-5.

decontaminant — Any substance used to break down, neutralize, or remove a chemical, biological, or radioactive material posing a threat to personnel or equipment. See FM 3-5.

decontamination (JP 1-02, NATO) — The process of making any person, object, or area safe by absorbing, destroying, neutralizing, making harmless, or removing chemical or biological agents, or by removing radioactive material clinging to or around it. (Army) — The reduction of the contamination hazard by removal or neutralization of hazardous levels of nuclear, biological, and chemical (NBC) contamination on personnel and materiel. The three levels of decontamination are immediate, operational, and thorough. (See also patient decontamination.) See FMs 3-5 and 8-10-7. **3-36** **4-19**

decoy (JP 1-02) — An imitation in any sense of a person, object, or phenomenon which is intended to deceive enemy surveillance devices or mislead enemy evaluation. Also called dummy. See FM 90-2 and JP 3-58. **3-7**

deep maneuver — An offensive operation that employs ground or aviation maneuver forces in support of deep operations which involve the movement of combat forces in relation to the enemy, supported by fires or fire potential from all available sources. (See also deep operations and deep supporting fire.)

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deep operations (Army) — Those operations directed against enemy forces and functions which are not in contact at the forward line of troops (FLOT), line of departure, or friendly perimeter and are between the FLOT or perimeter and the forward boundary of the unit conducting the operation. These operations employ long-range fires, air and ground maneuver, and command and control warfare to defeat the enemy by denying him freedom of action; disrupting his preparation for battle and his support structure; and disrupting or destroying the coherence and tempo of his operations. (See also decisive point, forward boundary, and simultaneous attack in depth.) See FMs 1-112, 6-20-30, 100-5, and 100-15.

deep supporting fire (JP 1-02) — Fire directed on objectives not in the immediate vicinity of our forces, for neutralizing and destroying enemy reserves and weapons, and interfering with enemy command, supply, communications, and observations. (See also deep operations, forward boundary, and simultaneous attack in depth.) See FMs 1-111, 6-20, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, and 101-5.

defeat (Army) — A tactical task to either disrupt or nullify the enemy force commander's plan and subdue his will to fight so that he is unwilling or unable to further pursue his adopted course of action and yields to the will of his opponent. (See also decisive point.) See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

defeat mechanism (Army) — That singular action, not necessarily the type of force or unit, that ensures the success of a course of action. It includes locating objectives and identifying specific targets. (See also center of gravity.) See FM 101-5.

defend — A combat operation designed to defeat an attacker and prevent him from achieving his objectives. It employs all means and methods available to prevent, resist, or destroy an enemy attack. Forms of defensive operations are area and mobile. Choices of defensive operations are in-depth and forward. The defensive techniques are defend in sector, defend a battle position, and defend a strong point. See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

defend a battle position — A technique that places a unit in a battle position (BP) to concentrate its fires, to limit its maneuver, or to place it in an advantageous position to counterattack. The BP is a general location on the ground. The commander positions his forces on the best terrain within and in the vicinity of the BP. The commander may position security forces forward of and about the BP. He can also locate combat support and combat service support elements outside the BP. The commander can maneuver his forces freely within the BP and seize the initiative to maneuver outside of the BP to attack enemy forces provided that it does not interfere with the commander's concept. See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

defend a strong point — A form of defend a battle position that requires more engineer work and may be required to be held at all costs. It denies key terrain to the enemy and forces his movement in a different direction.

defense in depth (JP 1-02, NATO) — The siting of mutually supporting defense positions designed to absorb and progressively weaken attack, prevent initial observations of the whole position by the enemy, and to allow the commander to maneuver his reserve.

defend in sector — A technique that requires a defending unit to prevent enemy forces from passing beyond the rear boundary of the sector while retaining flank security and ensuring integrity of effort within the parent unit's scheme of maneuver. Initial positions generally are established as far forward as possible, but a commander may use any technique to accomplish the mission. The higher commander will normally assign a no-penetration criteria. Example: Do not allow penetration of PL NAME by 12 or more tanks or infantry fighting vehicles. See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

defense readiness conditions (DEFCON) (JP 1-02) — A uniform system of progressive alert postures for use between the Chairman of the Joint Chiefs of Staff and the commanders of unified and specified commands and for use by the Services. Defense readiness conditions are graduated to match situations of varying military severity (status of alert). Defense readiness conditions are identified by the short title DEFCON (5), (4), (3), (2), and (1), as appropriate. See FM 100-5.

defensive counterair (DCA) (Army) — Operations conducted to protect against attack from enemy systems that operate in the atmosphere (for example: a system used to destroy enemy aircraft attacking friendly surface forces.).

defensive counterspace (DCS) (Army) — Operations conducted to defend against attacks by systems operating in space.

defensive operations — Operations conducted with the immediate purpose of causing an enemy attack to fail. Defensive operations also may achieve one or more of the following: gain time; concentrate forces elsewhere; wear down enemy forces as a prelude to offensive operations; and retain tactical, strategic, or political objectives. (See also area defense, defend, and mobile defense.) See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

defilade (JP 1-02, NATO) — **1.** Protection from hostile observation and fire provided by an obstacle such as a hill, ridge, or bank. **2.** A vertical distance by which a position is concealed from enemy observation. **3.** To shield from enemy fire or observation by using natural or artificial obstacles. See FMs 7-8, 7-20, 17-12, 23-1, and 71-123.

defile — A narrow gorge or pass that tends to prevent easy movement of troops. See FM 7-7, 7-8, and 7-10.

degree of risk (nuclear) (JP 1-02) — As specified by the commander, the risk to which friendly forces may be subjected from the effects of the detonation of a nuclear weapon used in the attack of a close-in enemy target; acceptable degrees of risk under differing tactical conditions are emergency, moderate, and negligible. (See also emergency risk (nuclear), moderate risk (nuclear), negligible risk (nuclear), operation exposure guide (OEG), and radiation status (RS).) See FM 3-3-1, JPs 3-12.2, and 3-12.3.

delay from alternate positions — Requires two maneuver units in a single sector. While the first is fighting, the second occupies the next position in depth and prepares to assume responsibility for the operation and support by fire the disengagement of the first force. The first force disengages and passes through or around the second, moving to resume the delay from a position in greater depth, while the second force takes up the fight. **C-9**

delay forward of a specified line for a specified time or specified event — Used to prevent enemy forces from reaching the specified area earlier than the specified time or event, regardless of the cost; presents a higher risk to the unit. This can be done by units in the covering force area or in the main battle area. (See also retirement, retrograde, and withdrawal.) **C-9**

delaying operation (JP 1-02, NATO) — An operation in which a force under pressure trades space for time by slowing down the enemy's momentum and inflicting maximum damage on the enemy without, in principle, becoming decisively engaged. (Army) — Usually conducted when the commander needs time to concentrate, preserve, or withdraw forces; to establish defenses in greater depth; to economize in an area; to cover a defending or withdrawing unit; to protect a friendly unit's flank; or to complete offensive actions elsewhere. In the delay, the destruction of the enemy force is secondary to slowing his advance to gain time. See FMs 17-95, 71-100, 100-5, and 100-15. **C-9**

delay in sector — Used to slow and defeat as much of the enemy as possible without sacrificing the tactical integrity of the unit; presents low risk to the unit. Delay in sector can be done by forces in the covering force area or in the main battle area. **C-9**

delay from successive positions — Performed when a sector is so wide that available forces cannot occupy more than a single tier of positions at a time. Maneuver units delay continuously on and between positions throughout their sectors, fighting rearward from one position to another, holding each as long as possible or for a specified time. **C-9**

delegation of authority (JP 1-02, NATO) — The action by which a commander assigns part of his or her authority commensurate with the assigned task to a subordinate commander. While ultimate responsibility cannot be relinquished, delegation of authority carries with it the imposition of a measure of responsibility. The extent of the authority delegated must be clearly stated. (See also command.) See FM 100-34.

deliberate attack (JP 1-02, NATO) — A type of offensive action characterized by preplanned coordinated employment of firepower and maneuver to close with and destroy or capture the enemy. (Army) — An attack planned and carefully coordinated and rehearsed with all concerned elements based on thorough reconnaissance, evaluation of all available intelligence and relative combat strength, analysis of various courses of action, and other factors affecting the situation. It generally is conducted against a well-organized defense when a hasty attack is not possible or has been conducted and failed. (See also attack.) See FMs 7-8, 7-20, 17-12, 23-1, 71-100, 71-123, 100-5, and 100-15.

deliberate breaching (JP 1-02, NATO) — The creation of a lane through a minefield or a clear route through a barrier or fortification, which is systematically planned and carried out. (Army) -- A deliberate breach is conducted when it is not possible or necessary to cross an obstacle in stride, or after an in-stride breach has failed. A deliberate breach is characterized by detailed planning and preparation, and executed with whatever resources are available. (See also assault breach, assault force, breach, breach force, covert breach, in-stride breach, and support force.) See FMs 5-71-100, 5-101, 7-8, 7-20, 17-12, 71-123, and 90-13-1.

deliberate crossing (JP 1-02, NATO) — A crossing of an inland water obstacle that requires extensive planning and detailed preparation. (Army) — A crossing conducted against a well-organized defense when a hasty river crossing has failed or is not possible. It requires thorough reconnaissance, extensive intelligence, detailed planning, preparation, centralized control, and extensive rehearsals. (See also bridgehead, bridgehead line, hasty crossing, and river crossing.) See FMs 7-7, 7-20, 23-1, 71-123, 90-13, and 100-15.

3-28

deliberate defense (JP 1-02, NATO) — A defense normally organized when out of contact with the enemy or when contact with the enemy is not imminent and time for organization is available. It normally includes an extensive fortified zone incorporating pillboxes, forts, and communications systems. (See also defend, defense in depth, and forward defense.) See FMs 7-8, 7-20, 17-12, 23-1, and 71-123.

deliberate planning (JP 1-02) — **1.** The Joint Operation Planning and Execution System process involving the development of joint operation plans for contingencies identified in joint strategic planning documents. Conducted principally in peacetime, deliberate planning is accomplished in prescribed cycles that complement other Department of Defense planning cycles in accordance with the formally established Joint Strategic Planning System. **2.** A planning process for the deployment and employment of apportioned forces and resources that occurs in response to a hypothetical situation. Deliberate planners rely heavily on assumptions regarding the circumstances that will exist when the plan is executed. (See also contingency, fragmentary order, operation order (OPORD), and warning order (WARNO).) See FM 101-5 and JP 5-0.

deliberate smoke — smoke operations characterized by integrated planning and extended duration of smoke support. See FM 3-50. **3-24**

demilitarized zone (DMZ) (JP 1-02, NATO) — A defined area in which the stationing, or concentrating of military forces, or the retention or establishment of military installations of any description, is prohibited. (Army) — That space created to neutralize certain areas from military occupation and activity; generally speaking, they are areas that both sides claim and where control by one could constitute a direct threat to the other. Third-party forces are usually not present and the space is patrolled by observer teams or surveyed from observation posts. (See also buffer zone and zone of separation (ZOS).) See FMs 100-20 and 100-23.

demobilization (Army) — The act of returning the force and materiel to a premobilization posture or to some other approved posture. It also involves returning the mobilized portion of the industrial base to peacetime conditions. (See also mobilization.) See FMs 100-15 and 100-17.

demolition (JP 1-02, NATO) — The destruction of structures, facilities, or material by use of fire, water, explosives, mechanical, or other means. See FMs 5-71-100 and 5-100.

demolition firing party (JP 1-02) — The party at the site which is technically responsible for the demolition. (Army) — The group of soldiers who actually initiate detonation or fire the demolitions. (See also demolition guard and state of readiness.) See FMs 5-71-100 and 5-100.

demolition guard (JP 1-02, NATO) — A local force positioned to ensure that a target is not captured by an enemy before orders are given for its demolition and before the demolition has been successfully fired. The commander of the demolition guard is responsible for the tactical control of all troops at the demolition site, including the demolition firing party. The commander of the demolition guard is responsible for transmitting the order to fire to the demolition firing party. See FMs 5-71-100 and 5-100.

demolition target (JP 1-02, NATO) — A target of known military interest identified for possible future demolition. See FMs 5-71-100 and 5-100.

demonstration (JP 1-02, NATO) — An attack or show of force on a front where a decision is not sought, made with the aim of deceiving the enemy. (Army) — **1.** Type of attack that is a deception similar to a feint, with the exception that no contact with the enemy is sought. **2.** In stability and support operations, an operation by military forces in sight of an actual or potential enemy to show military capabilities. (See also show of force and deception operation.) See FMs 7-30, 71-100, 71-123, 90-2, 100-5, and 100-15. **D-1**

denial measure (JP 1-02, NATO) — An action to hinder or deny the enemy the use of space, personnel, or facilities. It may include destruction, removal, contamination, or erection of obstructions.

denial operation (Army) — An operation designed to prevent or hinder enemy occupation of, or benefit from, areas or objects having tactical or strategic value. See FM 100-25.

denied area (JP 1-02) — An area under enemy or unfriendly control in which friendly forces cannot expect to operate successfully within existing operational constraints and force capabilities. (Army) — An area that is operationally unsuitable for general purpose forces due to political, tactical, environmental, or geographic reasons. It is a primary area for special operations forces. See FM 100-25.

departure airfield (JP 1-02) — An airfield on which troops and/or materiel are enplaned for flight. (See also aerial port of debarkation and aerial port of embarkation.) See FM 55-12.

departure point (JP 1-02, NATO) — **1.** A navigational check point used by aircraft as a marker for setting course. **2.** In amphibious operations, an air control point at the seaward end of the helicopter approach lane system from which helicopter waves are dispatched along the selected helicopter approach lane to the initial point. (Army) — That point, assembly area, airfield, or other location from which an aircraft begins an aeronautical mission. (See also air control point (ACP), air corridor, and pickup zone (PZ).) See FMs 1-111, 1-112, 1-116, and 100-103.

deployable intelligence support element (DISE) (Army) — A tactically tailored intelligence support team, uniquely configured commander's intelligence staff with assured communications, automated intelligence processing, and broadcast downlink systems needed to conduct split-based operations. The DISE is not a permanent organization, specific unit, or specific quantity of equipment. As the forward element of the analysis and control element (ACE), the DISE is normally the foundation on which a full ACE is formed, if formed, after the lodgment is secured and subsequent operations begin. See FM 34-1.

deployment (Army) — **1.** The movement of forces within areas of operations. **2.** The positioning of forces into a formation for battle. **3.** The relocation of forces and materiel to desired areas of operations. **4.** Deployment encompasses all activities from origin or home station through destination, specifically including intracontinental United States, intertheater, and intratheater movement legs, staging, and holding areas. **5.** Those activities required to prepare and move a force and its sustainment equipment and supplies to the area of operations in response to a crisis or natural disaster. (See also force projection.) See FM 55-12, 71-100, 100-5, 100-15, and 100-17.

depot (JP 1-02) — **1. supply** — An activity for the receipt, classification, storage, accounting, issue, maintenance, procurement, manufacture, assembly, research, salvage, or disposal of material. **2. personnel** — An activity for the reception, processing, training, assignment, and forwarding of personnel replacements. (See also classes of supply and combat service support.) See FM 10-1.

depth (Army) — The extension of operations in time, space, resources, and purpose. See FM 100-5.

desired ground zero (DGZ) (JP 1-02, NATO) — The point on the surface of the Earth at, or vertically below or above, the center of a planned nuclear detonation. (Army) — The aiming point for the weapon. **3-34**

destroy — **1.** A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. **2.** To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being

entirely
rebuilt.
(See
also
defeat.)
See
FMs 1-
111, 5-
100, 6-
20, 71-
100,
100-5,
and
100-15.
C-9

destruction — **1.** When referring to the effects of field artillery fires, a target out of action permanently, or 30 percent casualties or material damage. Destruction requires large expenditures of ammunition and is prohibitive unless using improved conventional munitions (ICM) or "smart weapons." **2.** When used in an attack helicopter mission, the percentage of destroyed or disabled vehicles must be specified by the higher commander. See FMs 1-112 and 6-20 series.

destruction fire (JP 1-02) — Fire delivered for the sole purpose of destroying material objects. (See also fire support and destroy.) See FM 6-20 series.

detachment (JP 1-02, NATO) — **1.** A part of a unit separated from its main organization for duty elsewhere. **2.** A temporary military or naval unit formed from other units or parts of units. (Army) — **1.** A unit that is serving away from the organization to which it is organic and to which it remains assigned. **2.** A detached unit may function as an independent organization, or it may be attached to or serve with or under another organization. (See also assign, attach, command relationship, and operational control (OPCON).) See FMs 7-20, 7-30, 71-100, 71-123, and 100-15.

detachment left in contact (DLIC) — An element at any echelon conducting a withdrawal not under pressure. This element may comprise as much as one-third of the next higher command's organization. Its primary purpose is to remain behind to deceive the enemy into believing the parent unit is still in position as the majority of units withdraw. If the withdrawal is discovered and the enemy attacks, the DLIC defends or delays within its capability. It disengages and withdraws after the main body has begun movement to the next mission. (See also breakout, delaying operation, and retrograde.) See FM 7-20, 7-30, 17-95, 71-100, 100-5, and 100-15.

detailed equipment decontamination — In thorough decontamination, removing, neutralizing, or reducing contamination on interior and exterior surfaces of unit equipment to negligible risk levels to allow the removal of mission-oriented protective posture (MOPP) gear or reduction in MOPP level for extended periods. See FM 3-5. **3-36**

detailed troop decontamination — In thorough decontamination, reducing mission-oriented protective posture (MOPP) levels for extended periods by decontaminating individual fighting equipment to negligible risk levels, removing contaminated MOPP gear including protective masks, decontaminating protective masks, and monitoring personnel and equipment for effectiveness of decontamination. See FM 3-5. **3-36**

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detained — *See* missing.

detainee (JP 1-02) — A term used to refer to any person captured or otherwise detained by an armed force. *See* FMs 34-1 and 100-20. **3-37, 3-38**

deterrence (JP 1-02) — The prevention from action by fear of the consequences. Deterrence is a state of mind brought about by the existence of a credible threat of unacceptable counteraction. *See* FM 100-20.

detonating cord (JP 1-02, NATO) — A waterproof, flexible fabric tube containing a high explosive designed to transmit the detonation wave. (See also demolition.) *See* FMs 5-71-100 and 5-100.

dew point spread — The degrees of difference between the air temperature and the dew point that indicate if fog will begin to form. *See* FMs 1-111, 1-112, and 1-116.

diamond formation — A tactical or movement formation that is a variation of the box formation with one maneuver unit leading, maneuver units positioned on each flank, and the remaining maneuver unit to the rear. (See also box formation and formation.) *See* FMs 7-7 and 71-123.

died of wounds (DOW) — A hostile or battle casualty who dies after having reached a medical treatment facility. (See also hostile casualty and killed in action (KIA).) *See* FM 8-55.

died of wounds received in action (DWRIA) (JP 1-02) — A casualty category applicable to a hostile casualty, other than the victim of a terrorist activity, who dies of wounds or other injuries received in action after having reached a medical treatment facility.

digitization — **1.** The near-real-time transfer of battlefield information between diverse fighting elements to permit a shared awareness of the tactical situation. **2.** Leveraging information-age technologies to enhance the art of command and facilitate the science of control. (See also command and control warfare (C²W) and information warfare (IW).) *See* FMs 71-100 and 100-15.

direct action (DA) (JP 1-02) — Short-duration strikes and other small-scale offensive actions by special operations forces to seize, destroy, capture, recover, or inflict damage on designated personnel or materiel. In the conduct of these operations, special operations forces may employ raid, ambush, or direct assault tactics; emplace mines and other munitions; conduct standoff attacks by fire from air, ground, or maritime platforms; provide terminal guidance for precision-guided munitions; and conduct independent sabotage. *See* FM 31-20.

direct action mission — In special operations, a specified act involving operations of an overt, clandestine, or low-visibility nature conducted primarily by special operations forces in hostile or denied areas. (See also direct action (DA) and direct action operations.) *See* FM 31-20.

direct action operations — Short-duration offensive actions by special operations forces (SOF) to seize, destroy, or inflict damage on a specified target; or to destroy, capture, or recover designated personnel or materiel. In the conduct of these operations, SOF may employ raid, ambush, or direct assault tactics; emplace mines and other munitions; conduct standoff attacks by fire from air, ground, or maritime platforms; provide terminal guidance for precision-guided munitions; and conduct independent sabotage. *See* FMs 31-20 and 100-25.

directed-energy (DE) (JP 1-02) — An umbrella term covering technologies that relate to the production of a beam of concentrated electromagnetic energy or atomic or subatomic particles. (Army) — Lasers, high-energy microwave, and particle beams are all examples. (See also directed-energy warfare (DEW).)

directed-energy warfare (DEW) (JP 1-02) — Military action involving the use of directed-energy weapons, devices, and countermeasures to either cause direct damage or destruction of enemy equipment, facilities, and personnel, or to determine, exploit, reduce, or prevent hostile use of the electromagnetic spectrum through damage, destruction, and disruption. It also includes actions taken to protect friendly equipment, facilities, and personnel and retain friendly use of the electromagnetic spectrum. (Army) — Directed-energy weapons are used like direct fire weapons. (See also directed energy (DE) and direct fire.) See FM 71-123.

directed obstacle — An obstacle directed by a higher commander as a specified task to a subordinate unit. See FM 90-7.

directed target — Target directed by the responsible commander to be prepared for demolition or destroyed to support his intent. See FMs 5-71-100 and 5-100.

direct exchange (JP 1-02) — A supply method of issuing serviceable materiel in exchange for unserviceable materiel on an item-for-item basis. See FMs 10-1 and 63-20.

direct fire (JP 1-02) — Gunfire delivered on a target, using the target itself as a point of aim for either the gun or the director. (Army) — Fire includes gun, missile, or rocket fire. Fire directed at a target that is visible to the aimer or firing unit. See FMs 1-112, 7-7, 7-8, 7-20, 7-95, and 71-123.

direction of attack (JP 1-02) — A specific direction or route that the main attack or center of mass of the unit will follow. The unit is restricted, required to attack as indicated, and is not normally allowed to bypass the enemy. The direction of attack is used primarily in counterattacks or to ensure that supporting attacks make maximal contribution to the main attack. (Army) — Normally used at battalion and lower levels. Direction of attack is a more restrictive control measure than axis of advance, and units are not free to maneuver off the assigned route. It usually is associated with infantry units conducting night attacks, or units involved in limited visibility operations and in counterattacks. (See also axis of advance.) See FMs 7-8, 7-20, 7-30, 71-100, 71-123, and 100-15. **3-15, 3-16**

direction finding (JP 1-02) — A procedure for obtaining bearings of radio frequency emitters by using a highly directional antenna and a display unit on an intercept receiver or ancillary equipment.

direction of fire — The direction on which a cannon, rocket, gun, or missile is laid. It represents the direction to the most significant threat in the target area. See FMs 6-20, 7-90, 7-91, 17-12, and 23-1.

direct laying (JP 1-02) — Laying in which the sights of weapons are aligned directly on the target. (Army) — Normally used in conjunction with mortars and sometimes artillery. See FMs 6-20 and 7-90.

direct pressure force — A force employed in a pursuit operation that orients on the enemy main body to prevent enemy disengagement or defensive reconstitution prior to envelopment by the encircling force. It normally conducts a series of hasty attacks to slow the enemy's retirement by forcing him to stand and fight. (See also encircling force and pursuit.) See FMs 1-112, 7-30, 71-100, 71-123, and 100-15.

direct support (DS) (JP 1-02) — A mission requiring a force to support another specific force and authorizing it to answer directly the supported force's request for assistance. (NATO) — The support provided by a unit or formation not attached to, nor under command of, the supported unit or formation, but required to give priority to the support required by that unit or formation. (See also general support (GS), general support reinforcing (GSR), and reinforcing (R).) See FMs 6-20, 7-30, 71-100, 71-123, and 100-15.

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direct support artillery (JP 1-02 NATO) — Artillery whose primary task is to provide fire requested by the supported unit. (See also general support (GS).) See FM 6-series.

direct support unit (DSU) — Unit providing supply and maintenance support directly to a using or consuming unit.

disengagement — Breaking contact with the enemy and moving to a point where the enemy can neither observe nor engage the unit by direct fire. See FMs 7-8, 7-20, 7-30, 71-100, 71-123, and 100-15.

dislocated civilian (Army) — A generic term that describes a civilian who has been forced to move by war, revolution, or natural or man-made disaster from his or her home to some other location. Dislocated citizens include displaced persons, refugees, evacuees, stateless persons, or war victims. Legal and political considerations define the subcategories of a dislocated civilian. See FM 100-20.

dispersion (JP 1-02, NATO) — **1.** A scattered pattern of hits around the mean point of impact of bombs and projectiles dropped or fired under identical conditions. **2.** In antiaircraft gunnery, the scattering of shots in range and deflection about the mean point of explosion. **3.** The spreading or separating of troops, materiel, establishments, or activities which are usually concentrated in limited areas to reduce vulnerability. **4.** In chemical and biological operations, the dissemination of agents in liquid or aerosol form. **5.** In airdrop operations, the scatter of personnel and/or cargo on the drop zone. See FMs 6-20, 17-12, 23-1, 44-100, 71-100-2, and 71-123.

displace — To leave one position and take another. Forces may be displaced laterally to concentrate combat power in threatened areas. (See also defend and delaying operation.) See FMs 6-20, 7-7, 7-8, 7-10, 7-20, 17-95, and 71-123.

displaced person (JP 1-02, NATO) — A civilian who is involuntarily outside the national boundaries of his or her country. (See also dislocated civilian and refugee.) See FMs 100-20 and 100-23.

display (Army) — A deception technique to mislead the enemy's visual senses, including his observation by radar, camera, infrared device, or the human eye. Displays include simulations, disguises, portrayals, or some combination of these measures. See FMs 71-100, 90-2, 100-5, and 100-15.

disposition (JP 1-02, NATO) — **1.** Distribution of the elements of a command within an area, usually the exact location of each unit headquarters and the deployment of the forces subordinate to it. **2.** A prescribed arrangement of the stations to be occupied by the several formations and single ships of a fleet, or major subdivisions of a fleet, for any purpose, such as cruising, approach, maintaining contact, or battle. **3.** A prescribed arrangement of all the tactical units composing a flight or group of aircraft. (DOD) **4.** The removal of a patient from a medical treatment facility by reason of return to duty, transfer to another treatment facility, death, or other termination of medical case. (See also deployment and dispersion.) See FMs 7-30, 71-100, 71-123, 100-5, 100-15, and 101-5.

disrupt — A tactical task or obstacle effect that integrates fire planning and obstacle effort to break apart an enemy's formation and tempo, interrupt the enemy's timetable, or cause premature commitment of enemy forces, or the piecemealing of his attack. See FMs 90-7 and 100-5. **3-31** **C-9**

distribution point (JP 1-02, NATO) — A point at which supplies and/or ammunition, obtained from supporting supply points by a division or other unit, are broken down for distribution to subordinate units. Distribution points usually carry no stocks; items drawn are issued completely as soon as possible. See FM 10-1.

distribution system (JP 1-02) — That complex of facilities, installations, methods, and procedures designed to receive, store, maintain, distribute, and control the flow of military materiel between the point of receipt into the military system and the point of issue to using activities and units. See FMs 10-1 and 100-10.

diversion (JP 1-02) — **1.** The act of drawing the attention and forces of an enemy from the point of the principal operation; an attack, alarm, or feint that diverts attention. **2.** A change made in a prescribed route for operational or tactical reasons. A diversion order will not constitute a change of destination. **3.** A rerouting of cargo or passengers to a new transshipment point or destination or on a different mode of transportation prior to arrival at ultimate destination. (See also deception operation and demonstration.) See FMs 55-12, 71-100, 100-5, and 100-15.

division PSYOP support element (DPSE) (Army) — A tactical psychological operation support element that provides PSYOP support to a division. See FM 33-1 and JP 3-53.

division support area (DSA) (Army) — An area normally located in the division rear and often positioned near air-landing facilities along the main supply route. The DSA contains the portions of the division rear command post, DISCOM CP, and units organic and attached to the DISCOM. It may also contain COSCOM units supporting the division and nondivisional units in the division area. See FM 63-2. **3-39**

doctrinal template — A model based on postulated enemy tactical doctrine. It generally portrays frontages, depths, echelon spacing, and force composition, as well as his disposition of combat, combat support, and combat service support units for a given type of operation. It portrays how the enemy would like to fight if he was not constrained. (See also decision support template (DST), event template, intelligence preparation of the battlefield (IPB), and situational template.) See FMs 34-1 and 34-130.

doctrine (JP 1-02, NATO) — Fundamental principles by which the military forces or elements thereof guide their actions in support of national objectives. It is authoritative but requires judgment in application. See FM 100-5.

domestic emergencies (JP 1-02) — Emergencies affecting the public welfare and occurring within the 50 states, District of Columbia, Commonwealth of Puerto Rico, US possessions and territories, or any political subdivision thereof, as a result of enemy attack, insurrection, civil disturbance, earthquake, fire, flood, or other public disasters, or equivalent emergencies that endanger life and property or disrupt the usual process of government. The term domestic emergency includes any or all of the emergency conditions defined below: **a. civil defense emergency** — A domestic emergency disaster situation resulting from devastation created by an enemy attack and requiring emergency operations during and following that attack. It may be proclaimed by appropriate authority in anticipation of an attack. **b. civil disturbances** — Riots, acts of violence, insurrections, unlawful obstructions or assemblages, or other disorders prejudicial to public law and order. The term civil disturbance includes all domestic conditions requiring or likely to require the use of Federal Armed Forces pursuant to the provisions of Chapter 15 of Title 10, United States Code. **c. major disaster** — Any flood, fire, hurricane, tornado, earthquake, or other catastrophe which, in the determination of the President, is or threatens to be of sufficient severity and magnitude to warrant disaster assistance by the Federal Government under Public Law 606, 91st Congress (42 United States Code 58) to supplement the efforts and available resources of State and local governments in alleviating the damage, hardship, or suffering caused thereby. **d. natural disaster** — All domestic emergencies except those created as a result of enemy attack or civil disturbance. See FM 100-20.

dominant terrain — Terrain that because of its elevation, proportions, or location, commands a view of, and may offer fields of fire over, surrounding terrain. (See also critical point and key terrain.) See FM 34-130.

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dominant user concept (JP 1-02) — The concept that the Service which is the principal consumer will have the responsibility for performance of a support workload for all using Services. See FM 10-1.

dose rate — The amount of ionizing or nuclear radiation that an individual would receive during a unit of time. It is usually expressed in centigray (cGy) per hour. Dose rate is commonly used to indicate the level of radioactivity in a contaminated area. See FM 3-3-1.

dose rate contour line (JP 1-02, NATO) — A line on a map, diagram, or overlay joining all points at which the radiation dose rate at a given time is the same. See FM 3-3-1. **3-36**

double envelopment (Army) — A choice of maneuver executed by forces that move around both flanks of an enemy position to attack the flanks or objectives in the rear of the enemy. The enemy normally is fixed in position by a supporting frontal attack or by indirect or aerial fires. (See also choices of maneuver, envelopment, and turning movement.) See FMs 7-30, 71-100, 71-123, 100-5, and 100-15.

doubtful (JP 1-02) — In artillery and naval gunfire support, a term used by an observer or spotter to indicate that he was unable to determine the difference in range between the target and a round or rounds. (Army) — Includes mortars and direct fire. See FMs 6-20, 7-90, 7-91, 17-12, and 23-1.

down (JP 1-02, NATO) — In artillery and naval gunfire support: **1.** A term used in a call for fire to indicate that the target is at a lower altitude than the reference point used in identifying the target. **2.** A correction used by an observer/spotter to indicate that a decrease in height of burst is desired. (Army) — Includes mortars and direct fire. See FMs 6-20, 7-90, 7-91, 17-12, and 23-1.

downed aircrew pickup point — A point to where aviators will attempt to evade and escape to be recovered by friendly forces. See FM 1-111. **3-5**

downwind hazard area — The area downwind of a nuclear, biological, or chemical attack that may present a hazard to unprotected troops. See FM 3-3 and 3-3-1.

downwind hazard prediction — A prediction of the possible extent of chemical hazard prepared by a corps or division nuclear, biological, chemical center (NBCC) following an attack. See FM 3-3.

drop (JP 1-02, NATO) — In artillery and naval gunfire support, a correction used by an observer/spotter to indicate that a decrease in range along a spotting line is desired. (Army) — Parachute jump, individual or in mass, or supply delivery by parachute from an aircraft in flight, or the act of making such a jump or delivery. See FMs 6-20, 7-90, 23-1, 71-100-2, and 90-26.

drop zone (DZ) (JP 1-02, NATO) — A specific area upon which airborne troops, equipment, or supplies are airdropped. (See also airborne operation and drop.) See FMs 7-8, 7-20, 7-30, 71-100, and 90-26. **3-12**

dual-firing circuit (JP 1-02) — An assembly comprising two independent firing systems, both electric or both non-electric, so that the firing of either system will detonate all charges. (See also demolition and state of readiness.) See FMs 5-71-100 and 5-100.

dummy minefield (JP 1-02, NATO) — In naval mine warfare, a minefield containing no live mines and presenting only a psychological threat. (Army). It is also known as a phoney minefield. (See also deception operation.) See FMs 5-100 and 90-2. **3-7**

E

early warning (JP 1-02, NATO) — Early notification of the launch or approach of unknown weapons or weapon carriers. (See also air defense.) See FMs 34-2 and 44-100.

echelon (JP 1-02, NATO) — **1.** A subdivision of a headquarters, i.e., forward echelon, rear echelon. **2.** Separate level of command. As compared to a regiment, a division is a higher echelon; a battalion is a lower echelon. **3.** A fraction of a command in the direction of depth to which a principal combat mission is assigned, i.e., attack echelon, support echelon, reserve echelon. **4.** A formation in which its subdivisions are placed one behind another, with a lateral and even spacing to the same side. (See also airborne operation, command post (CP), and formation.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 10-1, 17-95, 71-123, 100-5, 100-10, and 100-15.

echeloned displacement (JP 1-02, NATO) — Movement of a unit from one position to another without discontinuing performance of its primary function. (DOD) Normally, the unit divides into two functional elements (base and advance); and, while the base continues to operate, the advance element displaces to a new site where, after it becomes operational, it is joined by the base element. (Army) — A movement with one element as the base of fire which covers the moving unit's movement to the next position, it is used in both offensive and defensive operations. (See also bound, bounding overwatch, defend, delaying operation, and force projection.) See FMs 6-20 series, 7-7, 7-8, 7-20, 7-30, 17-95, 71-123, 71-100, and 100-15.

echelon formation — A unit formation with subordinate elements arranged on an angle to the left of the direction of attack or to the right (echelon left; echelon right). This formation provides for firepower forward and to the flank of the direction of the echelon. It facilitates control in open areas. It provides minimal security to the opposite flank of the direction of the echeloning. (See also box formation, column formation, diamond formation, formation, line formation, movement formation, vee formation, and wedge formation.) See FMs 7-7, 7-8, and 7-20.

echeloning — The organizing and prioritizing of units for movement. Echelons are often divided into elements such as advance parties, initial combat forces, follow-on forces, and closure forces. See FM 71-100.

echelonment — Organization of elements within a force into three echelons—the assault echelon, the follow-on echelon, and the rear echelon. (See also airborne, assault echelon, follow-on echelon, and rear echelon.) See FMs 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 71-100, 71-100-2, 71-123, 90-26, and 100-15.

echelons above corps (EAC) (Army) — Army headquarters and organizations that provide the interface between the theater commander (joint or multinational) and the corps for operational matters. See FM 100-5.

economy of force — The allocation of minimum-essential combat capability or strength to secondary efforts so that forces may be concentrated in the area where a decision is sought. Economy of force is a principle of war and a condition of tactical operations. It is not used to describe a mission. (See also main effort.) See FMs 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15.

effective downwind message — A message that forecasts wind speed and direction at heights corresponding to preselected nuclear weapon yields. See FM 3-3.

egress route — The route used to exit enemy territory after the conclusion of a mission such as a deep attack or raid. See FMs 1-111, 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 71-100, 71-123, 100-15, and 100-103.

electromagnetic deception (JP 1-02) — The deliberate radiation, reradiation, alteration, suppression, absorption, denial, enhancement, or reflection of electromagnetic energy in a manner intended to convey

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misleading information to an enemy or to enemy electromagnetic-dependent weapons, thereby degrading or neutralizing the enemy's combat capability. Among the types of electromagnetic deception are imitative, manipulative, and simulative. (See also electronic warfare (EW), information warfare (IW), imitative electromagnetic deception (IED), manipulative electromagnetic deception (MED), and simulative electromagnetic deception.) See FMs 34-1 and 34-40.

electromagnetic interference (EMI) (JP 1-02) — Any electromagnetic disturbance that interrupts, obstructs, or otherwise degrades or limits the effective performance of electronics/electrical equipment. It can be induced intentionally, as in some forms of electronic warfare, or unintentionally, as a result of spurious emissions and responses, intermodulation products, and the like. (See also jamming.) See FM 34-1.

electromagnetic pulse (EMP) (JP 1-02) — The electromagnetic radiation from a nuclear explosion caused by Compton-recoil electrons and photoelectrons from photons scattered in the materials of the nuclear device or in a surrounding medium. The resulting electric and magnetic fields may couple with electrical/electronic systems to produce damaging current and voltage surges. (Army) — The high-energy, short-duration pulse (similar in some respects to a bolt of lightning) generated by a nuclear or nonnuclear detonation. It can induce a current in any electrical conductor and can temporarily disrupt or overload and damage components of improperly protected or unprotected electronic equipment. See FM 3-3-1.

electromagnetic radiation (JP 1-02) — Radiation made up of oscillating electric and magnetic fields and propagated with the speed of light. Includes gamma radiation; X-rays; ultraviolet, visible, and infrared radiation; and radar and radio waves. See FM 34-40.

electronic attack (EA) (JP 1-02) — That division of electronic warfare involving the use of electromagnetic, directed energy, or antiradiation weapons to attack personnel, facilities, or equipment with the intent of degrading, neutralizing, or destroying enemy combat capability. EA includes: **1.** actions taken to prevent or reduce an enemy's effective use of the electromagnetic spectrum, such as jamming and electromagnetic deception, and **2.** employment of weapons that use either electromagnetic or directed energy as their primary destructive mechanism (lasers, radio frequency weapons, particle beams), or antiradiation weapons. (See also command and control warfare (C²W) and electronic warfare (EW).) See FMs 34-1 and 34-40.

electronic protection (EP) (JP 1-02) — That division of electronic warfare involving actions taken to protect personnel, facilities, and equipment from any effects of friendly or enemy employment of electronic warfare that degrade, neutralize, or destroy friendly combat capability. (See also electronic warfare (EW).) See FMs 34-1 and 34-40.

electronic intelligence (ELINT) (JP 1-02) — Technical and geolocation intelligence derived from foreign noncommunications electromagnetic radiations emanating from other than nuclear detonations or radioactive sources. (See also signals intelligence (SIGINT).) See FMs 34-1 and 34-40.

electronic warfare (EW) (JP 1-02) — Any military action involving the use of electromagnetic and directed energy to control the electromagnetic spectrum or to attack the enemy. The three major subdivisions within electronic warfare are: electronic attack, electronic protection, and electronic warfare support. (Army) — The use of electromagnetic energy to determine, exploit, reduce, or prevent hostile use of the electromagnetic spectrum and to ensure friendly use thereof. (See also command and control warfare (C²W) and deception.) See FMs 34-1 and 34-40.

electronic warfare support (ES) (JP 1-02) — That division of electronic warfare involving actions tasked by, or under direct control of, an operational commander to search for, intercept, identify, and locate sources of intentional and unintentional radiated electromagnetic energy for the purpose of immediate threat recognition. Thus, electronic warfare support provides information required for immediate decisions involving electronic

warfare operations and other tactical actions such as threat avoidance, targeting, and homing. Electronic warfare support data can be used to produce signals intelligence (SIGINT), communications intelligence (COMINT), and electronics intelligence (ELINT). (See also electronic warfare (EW).) See FMs 34-1 and 34-40.

embarkation (JP 1-02, NATO) — The process of putting personnel and/or vehicles and their associated stores and equipment into ships and/or aircraft. (See also aerial port of embarkation (APOE) and amphibious operation.) See FMs 20-12 and 55-12.

embarkation order (JP 1-02, NATO) — An order specifying dates, times, routes, loading diagrams, and methods of movement to shipside or aircraft for troops and their equipment. (See also movement table and operation order (OPORD).) See FM 101-5.

emergency procedure — A mandatory procedure that a flight crew must perform to preclude loss of life or injury and to avoid damage to the aircraft when an aircraft malfunction occurs. See FMs 1-111, 1-112, 1-116, and 100-103.

emergency resupply (JP 1-02) — A resupply mission that occurs based on a predetermined set of circumstances and time interval should radio contact not be established or, once established, is lost between a special operations tactical element and its base (See also automatic resupply and on-call resupply.)

emergency risk (nuclear) (JP 1-02) — A degree of risk where anticipated effects may cause some temporary shock and casualties and may significantly reduce the unit's combat efficiency. (Army) — Emergency risk is accepted only when absolutely necessary. It includes vulnerability categories expressed in terms of risk to unwarned, exposed personnel; exposed personnel; warned, protected personnel. (See also degree of risk (nuclear), moderate risk (nuclear), negligible risk (nuclear), and troop safety (nuclear).) See FM 100-30 and JPs 3-12.2 and 3-12.3.

emplacement (JP 1-02, NATO) — **1.** A prepared position for one or more weapons or pieces of equipment, for protection against hostile fire or bombardment, and from which they can execute their tasks. **2.** The act of fixing a gun in a prepared position from which it may be fired. (See also defend.) See FMs 5-103, 6-20 series, 7-7, 7-8, 7-90, and 71-123. **3-33**

encirclement — The loss of freedom of maneuver to one force resulting from an enemy force's control of all routes of egress and reinforcement. (See also breakout and linkup.) See FMs 6-20, 7-20, 7-30, 17-95, 71-100, 71-123, and 100-5. **3-19**

encircling force — In pursuit operations, the force which is to get to the rear of the enemy and block his escape so that he can be destroyed between the direct pressure and encircling force. This force advances or flies along routes paralleling the enemy's line of retreat. This force may also attack into the flank of a retreating enemy. (See also block, envelopment, and pursuit.) See FMs 1-111, 1-112, 7-10, 7-20, 7-30, 17-95, 71-100, 100-5, and 100-15.

end evening civil twilight (EECT) — Occurs when the sun has dropped 6 degrees beneath the western horizon and is the instant at which there is no longer sufficient light to see objects with the unaided eye. Light intensification devices are recommended from this time until begin morning civil twilight (BMCT). (See also limited-visibility operations and twilight.)

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end evening nautical twilight (EENT) — Occurs when the sun has dropped 12 degrees beneath the western horizon and is the instant of last available daylight. At the EENT, there is no further sunlight visible. (See limited-visibility operations and twilight.)

end of mission (JP 1-02, NATO) — In artillery and naval gunfire support, an order given to terminate firing on a specific target. (Army) — Pertains to mortar fire also. (See also cease loading, call for fire, and fire mission.) See FMs 6-20 series and 7-90.

end state (Army) — A set of required conditions that, when achieved, attain the aims set for the campaign or operation. (See also battlefield visualization, commander's intent, and operation order (OPORD).) See FMs 71-100, 100-5, and 100-15.

enemy — The individual, group of individuals (organized or not organized), paramilitary or military force, national entity, or national alliance that is in opposition to the United States, its allies, or multinational partners. **Ch 4** **App B** **D-2 to D-8**

enemy prisoner of war (EPW) — Enemy personnel captured during operations conducted in war or combat, or stability and support operations. See FMs 19-40 and 27-10. **3-38**

enfilading fire — A type of engagement where the beaten zone of the firing weapon is on the long axis of the target being engaged. This usually occurs from the flank of the target. See FMs 7-7, 7-8 and 7-10.

engage (JP 1-02, NATO) — In air defense, a fire control order used to direct or authorize units and/or weapon systems to fire on a designated target. (See also cease fire.)

engagement (JP 1-02) — In air defense, an attack with guns or air-to-air missiles by an interceptor aircraft, or the launch of an air defense missile by air defense artillery and the missile's subsequent travel to

intercept. (Army) — A small tactical conflict, usually between opposing maneuver forces. (See also battle and campaign.) See FMs 1-112, 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 44-100, 71-123, 100-5, and 100-15.

engagement area (EA) — An area along an enemy avenue of approach where the commander intends to contain and destroy an enemy force with the massed fires of all available weapons. The size and shape of the engagement area is determined by the relatively unobstructed intervisibility from the weapon systems in their firing positions and the maximum range of those weapons. Sectors of fire are usually assigned to subordinates to prevent fratricide. (See also defend.) See FMs 1-111, 1-112, 7-10, 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15. **3-8, 3-12**

engagement criteria — Those circumstances that allow engagement of an enemy force without a specific command to do so. Examples are a point or line on the ground that an enemy crosses or an event or action that an enemy does. (See also engagement area (EA) and decision point (DP).) See FMs 6-series, 7-7, 7-8, 7-10, 7-20, 7-90, 7-91, 17-12, 17-95, 23-1, 71-123, and 101-5.

engagement priorities — The sequence for attack of targets in order of importance assigned to specific weapon systems to facilitate the destruction of threat vehicles expected in an armored formation. Engagement priorities are assigned based on the type or level of threat at different ranges to best match organic weapon system capabilities against threat vulnerabilities. See FM 101-5.

engineer regulating point (ERP) — Checkpoint to ensure that vehicles do not exceed the capacity of the crossing means and to give drivers final instructions on site-specific procedures and information, such as speed and vehicle interval. See FMs 5-71-100, 5-100, and 5-114. **3-28**

engineer work line — A coordinated boundary or phase line used to compartmentalize an operational area to indicate where specific engineer units have primary responsibility for the engineer effort. It may be used at division level to discriminate between a sector supported by division engineer assets and a sector supported by direct support or general support corps engineer units. See FMs 5-71-100, 5-100, and 5-114.

envelopment (JP 1-02, NATO) — An offensive maneuver in which the main attacking force passes around or over the enemy's principal defensive positions to secure objectives to the enemy's rear. (Army) — It is one of the five choices of maneuver. A commander must find or create an assailable flank by passing forces around one or both of, or over (vertical), the sides of an enemy force, pitting his strength against the enemy's weakness. (See also attack, choices of maneuver, double envelopment, encircling force, offensive operations, and turning movement.) See FMs 1-111, 1-112, 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15.

environmental area of interest — An environmentally sensitive area that may be deemed worthy of special consideration because of its unique and important qualities relative to adjacent areas (for example, the only forest within a large region), or the importance of its natural environmental function (for example, a wetland, flood plains, permafrost area, or an endangered species critical habitat). The environmental area of interests includes man-made structures such as waste water treatment plants and dams.

environmental base line survey — An assessment, or study, done on an area of interest (a property) in order to define the environmental state or condition of that property prior to use by US forces. Used to determine the environmental impact of property use by US forces, and the level of environmental restoration needed prior to returning the property, upon US departure.

environmental compliance — The unconditional obeying of international, foreign nation, federal, state, and local environmental rules, regulations, and guidelines that affect current operations.

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environmental conditions report (ECR) — A concise summary of environmental conditions at a base camp site, based on the environmental base line survey, supported by maps and backup documents, prepared by base camp commanders for each base camp. The ECR documents conditions at the site if claims or other legal challenges arise against the government.

environmental protection — The application of human ingenuity and resources, through the disciplines of science and engineering, as required by environmental protection laws, regulations, and policies, to protect the natural environment.

environmental protection level — The varying level of environmental protection that can reasonably be afforded at any particular time during warfare, or battlefield conditions, given the absolute requirement that such a diversion of resources away from the mission at hand does not adversely affect that mission, or any friendly personnel, or indigenous or refugee populations.

environmental reconnaissance — The systematic observation and recording of site or area data collected by visual or physical means, dealing specifically with environmental conditions as they exist, and identifying areas that are environmentally sensitive or of relative environmental concern, for information and decision-making purposes.

escort (JP 1-02, NATO) — **1.** A combatant unit(s) assigned to accompany and protect another force or convoy. **2.** Aircraft assigned to protect other aircraft during a mission. **3.** An armed guard that accompanies a convoy, a train, prisoners, etc. **4.** An armed guard accompanying persons as a mark of honor. (DOD) **5.** To convoy. **6.** A member of the Armed Forces assigned to accompany, assist, or guide an individual or group, e.g., an escort officer. See FMs 1-111, 1-112, 7-30, 17-95, 71-100, 71-123, 100-5, 100-15, and 100-20.

essential elements of friendly information (EEFI) (JP 1-02) — Key questions likely to be asked by adversary officials and intelligence systems about specific friendly intentions, capabilities, and activities so they can obtain answers critical to their operational effectiveness. (Army) — The critical aspects of a friendly operation that, if known by the enemy, would subsequently compromise, lead to failure, or limit success of the operation, and therefore must be protected from enemy detection. (See also commander's critical information requirements (CCIR).) See FMs 34-1 and 101-5.

essential elements of information (EEI) (JP 1-02) — The critical items of information regarding the enemy and the environment needed by the commander by a particular time to relate with other available information and intelligence in order to assist in reaching a logical decision. (Army) — Within US Army doctrine, priority intelligence requirements equate to EEI. (See also commander's critical information requirements. (CCIR).) See FM 101-5.

evacuation(JP 1-02) — **1.** The process of moving any person who is wounded, injured, or ill to and/or between medical treatment facilities. **2.** The clearance of personnel, animals, or materiel from a given locality. **3.** The controlled process of collecting, classifying, and shipping unserviceable or abandoned material, United States and foreign, to appropriate reclamation, maintenance, technical intelligence, or disposal facilities. (Army) — **1.** The ordered or authorized departure of noncombatants from a specific area by the Department of State, Department of Defense, or appropriate military commander. This refers to the movement from one area to another in the same or different countries. The evacuation is caused by unusual or emergency circumstances and applies equally to command or noncommand-sponsored family members. **2.** A combat service support function that involves the movement of recovered material, personnel, casualties, bodies, prisoners of war, and so forth, from a forward collection point along a main supply route to a rearward, usually higher unit, exchange point, or facility. (See also collection point and medical

evacuation (MEDEVAC).) See FMs 1-111, 1-112, 7-10, 7-20, 7-30, 8-10-6, 17-95, 17-100, 71-123, 100-5, and 100-15.

evacuation force — In noncombatant evacuation operations, the element that conducts in-country evacuation operations, including advance party, evacuation control center, marshalling, and force protection operations. (See also evacuation.) See FM 90-29.

evacuation site — In noncombatant evacuation operations, the location, selected by the embassy and occupied by the evacuation force, where evacuees are consolidated and prepared for evacuation. It is usually located near the point of embarkation. (See also evacuation.) See FM 90-29.

evasion and escape (E&E) (JP 1-02, NATO) — The procedures and operations whereby military personnel and other selected individuals are enabled to emerge from an enemy-held or hostile area to areas under friendly control. See FMs 1-111 and 100-25.

event template — A model against which enemy activity can be recorded and compared. It represents a sequential projection of events that relate to space and time on the battlefield and indicate the enemy's ability to adopt a particular course of action. The event template is a guide for collection and reconnaissance and surveillance planning. (See also decision support template, doctrinal template, named area of interest (AI), and situation template.) See FMs 34-1 and 34-130.

exclusive standoff zone (Army) — A controlled area surrounding a facility in which only service and delivery vehicles are allowed. The perimeter of this area is defined by barriers and is set at a standoff distance sufficient to reduce the blast effects of a vehicle bomb. See FMs 5-114 and 100-20.

execution matrix — A visual and sequential representation of the critical tasks and responsible organizations by phase for a tactical operation used as a staff tool. See FMs 71-123 and 101-5.

exercise (JP 1-02, NATO) — A military maneuver or simulated wartime operation involving planning, preparation, and execution. It is carried out for the purpose of training and evaluation. It may be a combined, joint, or single-Service exercise, depending on participating organizations. (See also command post exercise (CPX) and maneuver.) See FMs 25-100 and 25-101.

exfiltration (JP 1-02) — The removal of personnel or units from areas under enemy control. (Army) — The removal of personnel or units from areas under enemy control by stealth, deception, surprise, or clandestine means. See FMs 1-111, 1-112, 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 71-100, 71-123, 100-5, and 100-15.

expedient flight route — Flight route that is established with preselected and disseminated checkpoints. For a specific mission, the commander can define an expedient flight route by reference to these checkpoints when limited time is available to develop and disseminate pickup and landing zones and flight route information. See FMs 1-111, 1-112, 1-116, 90-4, and 100-103.

expeditionary force (JP 1-02) — An armed force organized to accomplish a specific objective in a foreign country. (See also combatant command and joint task force (JTF).) See FMs 71-100, 100-5, 100-15, and 100-20.

exploitation (JP 1-02, NATO) — **1.** Taking full advantage of success in battle and following up initial gains. **2.** Taking full advantage of any information that has come to hand for tactical, operational, or strategic purposes. **3.** An offensive operation that usually follows a successful attack and is designed to disorganize the enemy in depth. (See also attack and pursuit.) See FMs 1-111, 1-112, 7-7, 7-8, 7-10, 7-20, 7-30, 17-95, 17-123, 71-100, 100-5, and 100-15.

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explosive ordnance disposal (EOD) (JP 1-02, NATO) — The detection, identification, on-site evaluation, rendering safe, recovery, and final disposal of unexploded explosive ordnance. It may also include explosive ordnance which has become hazardous by damage or deterioration. See FM 5-250.

exposure — The frequency and length of time subjected to a hazard.

exposure dose (JP 1-02, NATO) — The exposure dose at a given point is a measurement of radiation in relation to its ability to produce ionization. The unit of measurement of the exposure dose is the roentgen. (See also absorbed dose and dose rate.) See FM 3-3-1.

external load — A person, piece of equipment, or pallet or package of supplies transported by being suspended externally to a helicopter by a lifting service consisting of a combination of a cargo hook or hooks, an external hoist, or a sling apparatus. See FMs 55-450-3/4/5.

extraction zone (EZ) (JP 1-02, NATO) — A specified drop zone used for the delivery of supplies and/or equipment by means of an extraction technique from an aircraft flying very close to the ground. (See also air assault, airborne operation, and airhead line.) See FMs 7-30, 71-100-2, and JP 3-18.1. **3-12**

F

faker (JP 1-02) — A friendly aircraft simulating a hostile in an air defense exercise. (See also air defense.) See FM 44-100.

fallout (JP 1-02, NATO) — The precipitation to Earth of radioactive particulate matter from a nuclear cloud; also applied to the particulate matter itself. (See also downwind hazard area, radiation dose, radiation dose rate, and radiation status (RS).) See FM 3-3-1.

family of scatterable mine (FASCAM) — A grouping of munitions that dispense scatterable mines (scatmines) by artillery, helicopter, fixed wing, or ground launchers. There are antipersonnel and antitank mines. All US scatmines self-destruct at preset times. The self-destruct times depend on the type of munition. (See also minefield and scatterable mines.) See FMs 5-71-100, 6-series, and 20-32. **3-30**

fascines — Large cylindrical bundles of material, usually wooden poles or plastic or metal pipe loosely bound together, which are dropped into ditches or gaps to create crossings. (See also block and obstacle.) See FM 5-102.

feint (Army) — A type of attack used as a deception intended to draw the enemy's attention away from the area of the main attack. This induces the enemy to move his reserves or to shift his fire support in reaction to the feint. Feints must appear real and therefore require some contact with the enemy. Usually a limited-objective attack ranging in size from a raid to a supporting attack is conducted. (See also attack, deception, demonstration, display and ruse.) See FMs 6-20, 7-30, 17-95, 71-100, 71-123, 90-2, 100-5 and 100-15. **3-7**

field exercise (JP 1-02, NATO) — An exercise conducted in the field under simulated war conditions in which troops and armament of one side are actually present, while those of the other side may be imaginary or in outline. (See also command post exercise (CPX).) See FMs 25-100, 25-101, and 101-5.

field of fire (JP 1-02, NATO) — The area which a weapon or a group of weapons may cover effectively with fire from a given position. (See also intelligence preparation of the battlefield (IPB), enfilading fire, battle position (BP), and dead space.) See FMs 7-7, 7-8, and 7-10.